

Midnight

A One -Round Dungeons & Dragons® Living Greyhawk™ Highfolk Regional Adventure

Version 0.99

by Greg Marks

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The Tree of the Arclight recovered, an unexpected source sends adventures to recover another magical plant before the Vesve is covered in war. A Highfolk regional adventure for APLs 2 to 10; Part Three of The Coming Dawn. While not required, players are encouraged to use a different PC than played for HIG7-04.

Resources for this adventure [and the authors of those works] include *Book of Vile Darkness* [Monte Cook], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Miniature's Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: PH, DMG, and MM.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

There is an ancient force in the Vesve that for good or ill, has dwelt there in relative silence for centuries. It has gone by many names, but some now call it the Dawn. Those sensitive to such things have prophesied its ascendance, although many have misinterpreted the meaning of those seers, thinking it was the Old One that they whispered of. A few powerful beings try to balance the entity, but the scales have been tipped, and Dawn is coming.

In preparation for its coming, the Dawn sent its herald, ex-Knight of the High Forest, Releshi Elethiel to recover the Tree of the Arclight, a powerful living artifact tied to the Vesve once thought lost. However, as she approached the grove sacred to Obad-Hai where the tree was located, Releshi found that the changes her service had worked upon her body and soul made it so that she could not enter the clearing. Dupes were needed, and were easily found among the nascent adventuring community (HIG5-09 *Twilight*).

The Tree of the Arclight was in the hands of the Dawn who sought to bend it to its own purposes, but then chance revealed another use. A discovery by another group of adventurers turned up the possibility that several of the Dawn's greatest foes were in fact aspects of the same being (HIG6-05 *A Column of Five*). If this is so, the Tree of the Arclight could be used as bait for the weakest of these aspects in order to capture a portion of the Dawn's foe and possibly cripple her before the coming battle. Releshi was able to capture Meagla the Dreamer, but in the process lost the Tree of the Arclight

(HIG6-08 *Dusk*). Meagla was delivered to the Dawn, where she resides to this day.

Several months later the stress over the succession of House Rellen continues to push the elves closer to civil war. Now, the Oronodel gather forces in the north and the faith of Ehlonna has split over the argument. The Vesve is poised to break under the weight of things to come.

ADVENTURE SUMMARY

The adventurers are in Highfolk town to celebrate Richfest. Tensions are high, and the party is taking on a fevered pitch as people try to forget their problems in revelry. The death of an Oronodel supporter at the hands of a Shandareth supporter will accelerate the push for war.

Introduction: The PCs hear of an altercation between Lord Octiven Hharp of Clan Krysalyn (a Shandareth supporter) and Constable Paxana Eventhil (an Oronodel supporter). The argument turns to shoving and an accident occurs. Paxana is slain and a huge uproar ensues.

Encounter One: That evening as the PCs rest, they receive a vivid dream from the Dreamer of Sea and Stars. The minions of the Dawn have taken a ruin known as the House of the Malachite Sun in search of a magical plant. They have incorrectly captured a wizened elder thinking they have completed their mission for their Lady of the Wood. The Dreamer of Sea and Stars imparts several secrets about her true nature and the true prize of the Home of the Malachite Sun. The PCs come together and begin their trip north to the ruins of the House of the Malachite Sun.

Encounter Two: The party enters the lands of the Oronodel and encounters a priest of Old Wicked and his demonic retinue. The cleric wishes to parlay with them and offers them information concerning the Dawn in exchange for an alliance. The cleric does not seek a combat, and whether they accept or refuse, the party may leave unmolested.

Encounter Three: Just outside the ruins, the party is attacked by another group of adventurers who mistake the PCs for those responsible for capturing the Forest Bride.

Encounter Four: The party discovers the ruins of the House of the Malachite Sun. By the time they arrive, someone has recently slain the creatures the guard the Cliffside entrance. The party has a chance to look around, but there is little here for them.

Encounter Five: The party enters into the lower halls through the hidden entrance. They fight passed various traps and creatures to find the plant they have been sent to acquire.

Conclusion: The PCs sleep the first night after leaving the ruins, and in their dreams, they hand off the magical plant to the Dreamer of Sea and Stars.

PREPARATION FOR PLAY

Elven Clans

Before beginning play, it is necessary to determine if any PC is a member of the Highfolk Elven Clans Meta-Organization. If they are a member, determine what clan, and if of appropriate level in the meta-organization (tier three), what House. Members of elven clans will be affected differently in some encounters than other PCs, especially if the PC is a member of Clan Shandareth or Clan Oronodel.

Legendary Deeds

At the beginning of this scenario, each player must determine the recognition of his Highfolk Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the hero's pool. For the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked "USED" and the player may keep it, so as to keep a record of his deeds.

INTRODUCTION

The adventurers are in Quaalsten town to celebrate Richfest and have gathered at the Dancing Steed Inn. It is the evening of Freeday, the 28th of Wealsun. It is the day before the first day of Richfest. Unless any of the PCs normally travel together, they have not formed a party at this point.

You find yourselves in the small forest town Quaalsten, enjoying another pint at the Dancing Steed Inn. You were fortunate to arrive the evening before the start of the Richfest celebration and procure one of the last rooms available. It seems many have come in from the wood to enjoy the festivities.

You are considering a meal when a man rushes into the inn shouting, "Paxana is dead! Murdered at the hands of the Shandareth!" The man collapses into a nearby chair as the crowd gathers around him.

The PCs may react as they please, speaking with the man or returning to their meal. The PCs have the opportunity to meet each other during the discussions. Those that move to question the man can quickly find the following information.

- The man is half-elf known as Wermond the Miller, and he works here in Quaalsten. While he does offer it, Releshi once saved him from a nimblewright before the first siege of Quaalsten and he has had Oronodel sympathies since then even though he is not a member of any clan.

- He heard the information from one of the Guildsmen of the High Art who just arrived in town via magic for one of their regular supply runs. The Guildsmen, a quiet Volmyrith woman, told him the news before delivering her goods and returning to Highfolk. The woman claimed that this had happened only a few hours ago.
- It appears that Constable Paxana Eventhil got into an argument with Lord Octiven Hharp over the Oronodel vs. Shandareth tensions concerning the succession of House Rellen. Supposedly, Octiven murdered Paxana in order to silence the Oronodel supporter in front of three-dozen witnesses.
- Some think it might be have been orchestrated by the Shandareth as display of their power. Lord Hharp picked the fight on purpose and there is no way that an elven Lord will be punished. Rumor has it he has already passed beyond the grasp of Highfolk justice. (This point is pure speculation and exaggeration on the part of Wermond. No one beyond himself has yet suggested that this was a Shandareth plot.)

While Wermond is clearly enjoying the attention and free drinks, he has little more to offer. He will keep speaking with anyone who continues to buy him drinks. This leads to no end of speculation on his part as to what the Shandareth are up to and what the ramifications of this event will be.

By the time the commotion has died down, it is late into the evening and the PCs have already paid for a room in the inn. Once they retire for the evening, proceed with Encounter 1.

DEVELOPMENT

Some PCs may attempt to track down the Guildsmen of the High Art member who delivered the message, gather other information, or travel immediately to Highfolk themselves. At this late hour, no one has any additional information to share and the mage has returned to her room in Doom's Retreat (the Guildsmen's headquarters). If the PCs insist on traveling immediately, they simply have Encounter 1 as soon as they sleep.

1: DREAMS OF FATE

That evening as the PCs rest, they receive a vivid dream from a being known as the Dreamer of Sea and Stars. PCs that have played HIG5-09 *Twilight* have previously met her.

The summer's heat claws at your skin as you push away the blanket. The heat causes a stillness to settle over the city, but it is a stillness filled with tension. The sounds of the town fade away into muffled murmurs that lull you into the soft, silken touch of slumber. Another day and night has past; soon, tomorrow will come, but for now, to sleep; to dream.

A growing candle's flicker, now torchlight, now lantern illumination, now the blinding intensity of the noontime sun rouses you from your bed. You calmly sit up, staring into the yellow-white pulse that begins to take form. A slender female, gold, silver, then white, with hair as rays of sunlight and a face without feature and with only the pure light of the sun itself, speaks to you. Her words pull at your heart, beckoning you to run in fields of long grass and wile away the day catching dandelion seeds floating softly through the air.

"I am the Dreamer of the Sea and Stars, and we tied together through the strands of prophecy. You are the instrument of fate, grand hero and your time of greatness and pain is at hand. Hear the words of destiny and know your path.

A great evil seeks to consume all of the wood, but we have given a portion of ourself that we might see through the veil that she has drawn across the eyes of all. North of the Feathered City is a ruin once called the House of the Malachite Sun. Even now Her minions scour the lands about the ruin looking for the Al'Torrey Congerrin, but chance favors us. An innocent of the wood has claimed its place within their clutches, though this accidental deception will not hold them long. You must travel with haste to the House of the Malachite Sun and rescue the Al'Torrey Congerrin from its resting place before it falls to the Dawn. You are the Vesse's only hope. Hurry, she watches even now."

As you hear the Dreamer's words, you see Quaasten recede far below you as your perspective rockets north, the direction burned into your mind. You see ruins of a small village beneath a waterfall, with stairs leading to a great green sunrise carved into the cliffside. You see yourself and several others standing before the carving at the time of a true sunrise when you pass through the face of the rock. Then you see a green-blossomed rose, followed by a large green eye of flame in the darkness that chokes you with unnatural fear.

You awake with a start, burning with a fever and the bed sheet wrapped twisted about your neck.

As the dreamer speaks, some PCs may feel they know her. Those PCs who succeed in a DC 15 Intelligence check and have played any of the following modules: HIG1-10 *Grave Occurrence*, HIG2-04 *Grave Consequences*, HIG2-07 *Dark and Restless Dreams*, HIG4-07 *Cult of the Stone Serpent*, HIG4-09 *The Cauldron of Despair and Hope*, HIG5-09 *Twilight*, HIG6-05 *A Column of Five* or HIG6-08 *Dusk*; feel as though they have heard the dreamer speak before, possibly from a dream. Her voice and manner of speech reminds successful PCs of the Ehlonnian cleric Maegla the Dreamer, as well as the grey elven priestess of Labelas Enoreth known as the Seer of All Time.

The PCs all have a clear idea of where they must travel in the northern Vesse and the faces the saw standing with them were all faces they recognize from

the previous evening at the inn. It is clear that they are meant to travel together.

Knowledge (History)

Characters with the skill Knowledge (history) or Bardic Knowledge many remember additional details about the Home of the Malachite Sun and the Al'Torrey Congerrin.

- DC 15: The House of the Malachite Sun is a little often-visited ruin of Bakluni origin. It is located on the edge of Volmiryth lands recent annexed by the Oronodel last year when the Shield Mage's Tower appeared in the Vesve.
- DC 20: Rumor has it that there is an eternally blooming rose call the Al'Torrey Congerrin, or The Eldritch Bloom. The stories say that it was once the heart of all magic performed in the Vesve.
- DC 30: The House of the Malachite Sun has no obvious purpose and no one knows who built it or where they went afterwards. A rarely heard Bakluni legend says that was constructed to hide a great prize of the natural world from the arcane hungry Sueloise that sought it out.

Clan Oronodel PCs

Members of the Clan Oronodel meta-organization receive a visitor shortly after they wake.

There is a soft knock at your door as you rise from your slumber. Answering the door, you see a plain looking elven woman dressed in an aquamarine robe. "Hello brother/sister, I am Wynda Ceara. Might I come inside?"

Wynda is a member of the activist faction of Clan Oronodel and is known to be a close associate of Calentir and Releshi. In addition, while she has not attended in sometime, so is the Oronodel representative to the elven Court. She is a cool and calculated woman with an inner fire of impatience.

CREATURES

Wynda Ceara: female gray elf, wizard 12/fatespinner 4/archmage 1/divine oracle 1.

Wynda has sought out the PC because her divinations have show that they will be involved in the recovery of some great artifact in the very near future. She wants to know what and how.

Wynda asks the PC if they are about to embark on any adventures. If the answer in the affirmative, she is curious to know any details they could provide. Regardless of the answer, she asks that should the PC recover any relics or items of legend in the next week or so, that they not try to take from the rest of their party, but instead bring a small piece of it back to the clan for study. A fragment, splinter, chip, leaf, or page would be sufficient depending on whatever the item is. Just a small

piece would allow Wynda and the other Oronodel elders to discover why their divinations suggest that the PC is so important to the clan's future.

THE VERDANT OATH

Before she leaves, Wynda offers the Oronodel PC an opportunity to affirm their loyalty to the clan. Wynda explains that she has recently ascended to the Council of Elders that rule the Oronodel, and they have been inducting her in the ways of the clan that were nearly lost during the near extinction of their clan. If the PC wishes, she offers to administer the Verdant Oath. By undertaking the Verdant Oath, the PC agrees to intone the sacred words of his clan and reaffirm that his loyalty and soul belong to Clan Oronodel and the Vesve. PCs that do so find their skin takes on a green hue and they receive the Verdant Oath item on their AR.

ON THE MORNING

When the PCs come down from their rooms that morning, they have the opportunity to introduce themselves if they did not do so the night before. They all know exactly where they are going and how to get there, and instinctively feel as though they are meant to travel together.

Of course the PCs can choose to fight fate. Should they choose to travel separately, they keep running into each other each evening or just in time for each encounter, or whenever the DM deems it appropriate. The adventure is altogether over for anyone that chooses to avoid traveling north.

Once the PCs begin their travels, the DM should have them decide on any marching order or watch order that they plan to use for the duration of their travels.

2: UNEXPECTED ALLIES

You have traveled without trouble for three days, seeing little more than occasional squirrel and one shy deer. Preparing to camp for the third night, you come across a small fast moving river bisected by a narrow bridge. Through the moonlight, you can see that you are not alone.

A tall man stands on the other side of the bridge, waiting. To his left, a large vulture-like creature is hunched over, flexing its vast feathered wings. On his right, a gaunt humanoid with dripping black skin and a single horn on its head holds a leash connected to four small, squat humanoids with pale, sickly flesh that stare blankly at you.

The man smiles at your approach. "Welcome friends, we have much to discuss."

The Old One's clerisy has not been blind to the happenings in the Vesve. Indeed, with their Empire's recent set backs, many wriggled their hands with glee at the strife rising in the forest. However, Greater Boneheart Panshazek is aware that more is going on than

the normal bickering of the elves. So he has had those members of the Boneshadow that have escaped the Blood Owl purge to watch. Some adventurers have been constantly revolved around the machinations of Releshi Elethiel and the Oronodel while remaining somewhat above the fray. These adventurers interest him.

Panshazek has dispatched Svatek Grimblood, an ambitious up and coming priest originally from the Bandit Kingdoms, to meet with these persons, and offer them an alliance. The Boneheart has shared the following with Svatek that he will use while speaking with the PCs.

- Svatek knows the names, descriptions, and general capabilities of any PC that has played HIG5-07 *Twilight*, HIG6-08 *Dusk* or is Devoted of the Green and White.
- Panshazek has informed his minion that these PCs seem somehow important, likely against the Dawn. He does not know how the Boneheart have heard of the PCs.
- Panshazek is aware that there is a female force calling itself the Dawn that has been slowly claiming parts of the Vesve, and indeed has many allies in the North that will inevitably come into conflict with the Iuzians.
- Svatek believes that allies of Dawn include many elves and fey and other natural creatures of the wood and suspects that the mercenary and draconic army of the Clatspurs are enemies of the Dawn.
- The Iuzian forces of the Vesve wish to offer an alliance with the PCs against the Dawn. Both sides will agree to share information and should the time come, they will join forces to battle the creature. Since the PCs seem tightly involved with these events, Svatek has chosen them to bear this message.
- Svatek hopes the PCs will declare themselves for this alliance against the greater threat to the Vesve. He requires nothing from the PCs other than they agree to bear his message back to their leaders. They may start with the Rangers of the Vesve and the Hearth of the Unicorn's Heart, since they originated from Quaalsten.

CREATURES

In addition to Svatek, Panshazek has bolstered his minion with additional force. A vrock and a babu with a pack of dretch have been placed at his disposal. Svatek has been clear, the demons are not to attack the PCs and should only respond with force if they are first attacked. Svatek wishes for this to be a discussion, not a combat.

All APLs (EL 11)

Svatek Grimblood: hp 45; Appendix 1.

Babau: hp 66; MM 40.

Dretch (4): hp 13; MM 42.

Vrock: hp 115; MM 48.

Tactics

This is not intended to be a combat. Svatek only releases the demons if attacked first. If it does come to combat, Svatek restrains the demons and orders them to use tactics such as *scare* spell-like abilities or allowing

enemies to flee. Only if it is clear that the PCs represent a significant threat will he allow the demons to respond to their full capabilities. If Svatek feels personally threatened, he flees, leaving the demons to their own devices.

Treasure: Those PCs that do deliver the Old One's message receive **Herald of Old Wicked** and some additional access on their AR.

DEVELOPMENT

It is possible that the PCs will never allow a discussion to occur and instead rush to battle. This combat may be overwhelming for most parties and the DM should be careful not to decimate such parties. The demons can teleport away or use crowd control tactics if necessary. If the PCs continue against the odds, the demons release their full fury.

3: MISCONCEPTIONS

On the fourth day, the PCs cross paths with another company of adventurers. These adventurers have been told by the Old Man of the Wood that adventurers matching the description of the PCs abducted his mate, the Forest Bride (HIG7-04 *The Rose and Pearl*). Because of this they have laid a trap for the PCs and attempt to ambush them.

You cannot be far from your destination. The path imparted by the Dreamer of Sea and Stars has almost ended.

The other group of adventurers has been sent by Lady Mnemosyne Rellen to move the villagers of Thorn Hill out the path of war. The wood elves of Thornhill have refused to leave unless the Old Man of the Wood, a wizened elder druid, agrees to move with them. The Old refused to leave without his Forest Bride who was taken by a group of adventurers who work for the Lady of the Wood and superficially look similar to the PCs. In their haste, the adventurers have leapt to conclusions and decided to capture the PCs so they might rescue the Forest Bride from their vile clutches.

CREATURES

APL 2 (EL 4)

Arett: hp 13; Appendix 1.

Hodge: hp 6; Appendix 1.

Camdor Hammerstrike: hp 23; Appendix 1.

Moynae Wintershale: hp 15; Appendix 1.

Nelcowen Wood: hp 13; Appendix 1.

APL 4 (EL 6)

Arett: hp 18; Appendix 1.

Hodge: hp 9; Appendix 1.

Camdor Hammerstrike: hp 33; Appendix 1.

Moynae Wintershale: hp 21; Appendix 1.

Nelcowen Wood: hp 19; Appendix 1.

APL 6 (EL 8)

Arett: hp 38; Appendix 1.

Hodge: hp 24; Appendix 1.

Camdor Hammerstrike: hp 53; Appendix 1.

Moynae Wintershale: hp 33; Appendix 1.

Nelcowen Wood: hp 31; Appendix 1.

APL 8 (EL 10)

Arett: hp 50; Appendix 1.

Hodge: hp 31; Appendix 1.

Camdor Hammerstrike: hp 73; Appendix 1.

Moynae Wintershale: hp 45; Appendix 1.

Nelcowen Wood: hp 43; Appendix 1.

APL 10 (EL 12)

Arett: hp 62; Appendix 1.

Hodge: hp 38; Appendix 1.

Camdor Hammerstrike: hp 93; Appendix 1.

Moynae Wintershale: hp 67; Appendix 1.

Nelcowen Wood: hp 55; Appendix 1.

Tactics

The adventurers try to fight as an organized team. Camdor tries to draw as much attention as possible while Nelcowen flanks with him, providing the advantage of her Distracting Attack feat at appropriate APLs. Moynae casts spells that aid the party's combat effectiveness before entering melee herself. Arett provides battlefield control and direct damage while Hodge defends him.

Treasure: If the PCs defeat other adventurers, they may claim their equipment.

APL 2: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp).

APL 4: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp).

APL 6: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp).

APL 8: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp), spellbook IV (72 gp).

APL 10: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp), spellbook IV (72 gp), spellbook V (64 gp).

DEVELOPMENT

The adventurers believe that the PCs are responsible for capturing the Forest Bride, so they attempt to capture the PCs. If successful, they question the PCs extensively until it is clear they have made a mistake. At that point, they free the PCs, apologize and move on.

4: THE HOUSE OF THE MALACHITE SUN

When the PCs arrive at the ruins (See DM's Map #1), read or paraphrase the following read aloud text.

From a nearby hill, the ruins can be seen situated around a small lake under a waterfall that cascades over a cliff of greenish stone. None of the structures look intact. A sandy beach extends out towards your hill with a sculpted garden on the left just before a bridge that crosses a small stream. No enemies seem evident, though it appears that a violent combat has recently taken place in the garden. Blood and scorch marks scar the sands and one of the plant sculptures appears to have been destroyed.

By the time the PCs have arrive at the House of the Malachite Sun, other adventurers have arrived and slain what remained of the Dawn's forces before freeing the Forest Bride. Signs of battle are obvious.

A. PC START

This small hill gives the view of the surrounding area described above. The PCs begin here.

B. GARDEN

This once beautiful garden has been destroyed. The large plant sculptures of dragons, unicorns, or other fantastic beasts are hacked apart or burned. Weeds poke through the blood-slicked path, and choke out the flowers. A group of shallow holes have been dug near the bridge. The twisted remains of an iron cage is partially submerged in the river next to a rent and ruined lizard-like creature.

The gardens show signs of care that have been shattered by the recent combat. A successful DC 8 Survival check with the Track feat can determine that battle occurred between five to seven small and medium sized creatures and two large creatures. There is a significant amount of blood, and a successful DC 10 Search can find that much of comes from a dead kobold in the ruins of a nearby building. A DC 23 Spellcraft check identifies the after affects of a *fireball* spell. A DC 23 Knowledge (nature) determines that one of the ruined shrubs is actually the remains of a twilight guardian. A DC 25 Knowledge (arcana) check identifies the dead lizard creature as a greenspawn razorfiend.

There is no one left alive to tell the tale, but should the PCs use some form of magic to witness what previously occurred here such as a *speak with dead* spell, they can determine that the minions of the Dawn were massed here in great numbers when they captured the Forest Bride. Pregnant with many seedlings, they believed that she was the living incarnation of the Al'Torrey Congerrin. The kobold leader of the Dawn's minions was called Urtrag the Emerald Flame and believing his mission successful, he sent the majority the

Dawn's minions to prepare for an upcoming battle. However, the seedlings were not yet ready for travel so Urtrag remained behind with two of his most powerful bodyguards. Unfortunately, adventurers arrived and a battle ensued. The adventurers were victorious and rescued the Forest Bride and her children.

C. RUINS

Barely recognizable as buildings, these small hovels have few walls standing. Baklunish designs are evident on those stones that still stand. Old fire pits and clearing of rubble suggest that the ruins were inhabited in recent days.

There are the ruins of building on both sides of the lake. A successful DC 8 Survival check with the Track feat suggests that at least thirty medium sized creatures were using the site as a base within the last three days. Urtrag's body is amongst the rubble of the building closest to the garden.

D. THE STAIR

A rough stair is carved into the side of the cliff, leading up to a landing that overlooks the lake and the ruins. Above the landing, the side of the green stone cliff is carved in the remnants of a sunrise or sunset, the green sun half above the horizon.

The ten-foot wide stairs rise thirty feet along the side of the cliff to the crude sunrise carving. A successful DC 15 Knowledge (history) roll reveals that the carving is several centuries older than the ruins below.

The carving is completely normal stone except at sunrise and sunset. In those few minutes while the sun touches the horizon, intelligent creatures can pass through the stone as if it were not there. This is the only way in or out of the Verdant Vault.

The passage however tears at the traveler's life energies, and anyone doing entering is sickened for ten minutes after exiting. Those PCs who are Born of the Vesve, possess a soul orb from HIG5-09 *Twilight*, or can cast *summon nature's ally* are immune to this effect. Those PCs who are Kissed by Devils or Caressed by Angels have this effect doubled to twenty minutes. There is no saving throw for this effect. Creatures that are not alive, such as constructs or undead are immune. In addition each PC passing through the entrance must succeed in a DC 20 Fortitude saving throw or vomit up a stomach full or stone and dirt. Dwarves receive a +4 bonus to this saving throw.

The carving does not radiate magic except during the rise and setting of the sun. At those times, it radiates strong abjuration and transmutation magic (DC 20 Spellcraft with *detect magic*).

Once through the magical entrance, the PCs enter into room 1 of the Verdant Vault (See DM's Map #2). Proceed to Encounter 5.

5: THE VERDANT VAULT

The Verdant Vault is the resting place of the Al'Torrey Congerrin; the Eldritch Bloom. The vault is carved into the rock under the waterfall, and can only be entered via the stone carving described above.

Light: A strong green-tinted light equal to the sun at noontime emanates from the central chamber (room 14/15). A faint green light providing shadowy illumination in all rooms due to the *dimensional lock*, but otherwise there is no light in the complex.

Magic: The green light radiates faint evocation. The entire complex is covered by a *dimensional lock* spell. Both effects are cast at 15th-level.

MAIN FLOOR

1. ENTRANCE

The carving on the rock behind you is reversed from the one outside. Half of the sun is visible, only this time it is the half below the horizon. A bright green light is coming from the other end of the hall, past two doors that are placed on both sides halfway down the corridor.

This hallway is the only way to proceed. At sunrise and sunset, the carving can be activated to exit the Verdant Vault. At all other times, there is no way to exit the complex.

2. CLOAK ROOM

Dozens of pegs line the room, supporting dust covered and rotted ceremonial green robes. While quite musty, some of the robes may be wearable.

All of the robes are dark green and embroidered with a leaf and vine pattern bisected by the occasional raindrop. They appear ceremonial, though the religion is not immediately obvious.

3. GUARD ROOM

This appears as though it may have once been intended as a guard post. Empty weapon racks line the north wall. A table, rotten and collapsed under its own weight is on the south end.

While not locked, both of the doors to this room can be barred from the inside. There is nothing of value in this room.

4. DINING HALL

Long table many chairs suggest that this is a dining hall.

A cursory search of the room notes a rotten banner than has collapsed against the southern wall. Carefully unfolding it uncovers a heraldic device. A successful DC 15 Knowledge (nobility and royalty) recognizes it as that of the Ancient Baklunish Empire.

5. STAIRWELL

Tons of rock have collapsed in on this circular stair, making it impassable. A faint drip of water seeps through one of the cracks, suggesting water is somewhere behind.

All of the circular stairwells once led up to another level, but have since collapsed due to the action of the river above.

6. BATH

Cracked communal bathes and a large rusted metal mirror mark this room as a bathing area. The tiles are ruined in many places, showing the rock beneath, and no water remains. There is a door in the north wall

The garrison used this area for person hygiene, bringing in water from the river above to fill the bathes. Time has since broken the pipes that once made this possible.

7. PRIVY

Holes cut in solid wooden stoles that are mounted on the walls of this dark room give away the identity of this room.

This room is a privy. Due to the lack of smell, it is clear this room has not been used for a long time.

8. BARRACKS

A dozen beds have surrendered to the ravages of time, and lay collapsed on the floor at regular intervals. There are three doors on the east wall.

This was the common barracks.

9. PRIVATE ROOMS

Except for their individual privacy, these rooms look much the same as the common barracks outside.

These rooms were dedicated to the captains and lieutenants that once commanded the guard post.

10. TEMPLE

Frescos decorate the walls of this temple, depicting a Baklunish woman wearing a dress of leaves with flowers in her hair walking through a stream, swimming in a lake, or dancing in the rain.

This is a temple to Geshtai from before the great cataclysms that shook the Baklunish and Suel empires. Due to the strange depictions of her in forest terrain and with flowers, a DC 15 Knowledge (religion) check is necessary to identify the deity. Worshipers of Geshtai receive a +4 circumstance bonus to this roll and may make the attempt even if they do not possess the skill.

Those who fail by 10 or more believe this is a temple of Ehlonna.

TRAPS

When not active, the spell turret is recessed into the ceiling and covered with a *nondetection* spell. The spell turret activates when anyone not of the original temple staff, or anyone not dressed as a cleric of Ghestai, enters the room. The turret sees in a 360-degree arc with 120 feet of *true seeing*. A diminutive stone water drop descends from the shadowed ceiling and begins targeting enemies with its spells. Due to its size, it might easily go unnoticed at first. It casts one spell per round in the order listed, and then paused on the fifth round to heal 4d8+20 hp of damage before returning to the beginning of its spell list on the sixth round and renewing the cycle. For those spells that targeted a specific PC, the turret always targets the closest PC unless a summoned creature is specified.

APL 2 (EL 2)

Spell Turret: CR 2; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*doom* (DC 11), *summon monster I* (celestial badger), *command* (flee, DC 11), *light of lunia* (+0 ranged touch), 1st-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 26; Disable Device DC 26; AC 7; Hardness 8; hp 200.

APL 4 (EL 3)

Spell Turret: CR 3; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*hold person* (DC 13), *sound burst* (DC 13), *summon monster II* (celestial dog), *curse of ill fortune* (DC 13), 3rd-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 27; Disable Device DC 27; AC 7; Hardness 8; hp 200.

APL 6 (EL 4)

Spell Turret: CR 4; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*dispel magic* (area), *bestow curse* (-4 saves, DC 14), *blindness* (DC 14), *searing light* (+3 ranged touch), 5th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 28; Disable Device DC 28; AC 7; Hardness 8; hp 200.

APL 8 (EL 5)

Spell Turret: CR 5; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*hypothermia* (DC 16), *summon monster IV* (fiendish dire wolf), *reach cure serious wounds* (targets the fiendish dire wolf), *wrack* (DC 16), 7th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 29; Disable Device DC 29; AC 7; Hardness 8; hp 200.

APL 10 (EL 6)

Spell Turret: CR 6; Diminutive magical device; visual trigger (*true seeing*); automatic reset; four spell effects cast one each round in set order (*flamestrike* (DC 17), *insect plague*, *inflict light wounds* (DC 17), *greater command* ("halt", DC 17), 9th-level cleric); no spells cast every fifth round but spell turret self-repairs 4d8+20 hp; Search DC 30; Disable Device DC 30; AC 7; Hardness 8; hp 200.

Treasure: On the altar there is a tunic made of leaves that looks similar to the dress depicted in the wall paintings. This is the *tunic of leaves*, one piece of the *raiment of the wood*, a set of magical clothing originating in the Vesve.

APL 2-10: Magic – *tunic of leaves* (197 gp)

11. KITCHEN

The cabinets have collapsed from their wall mounts, leaving the floor of this ancient kitchen a dangerous tangle of broken wood and rusted metal.

This kitchen once served the garrison, preparing regular meals for those stationed here.

12. LIBRARY

The shelves of this library have collapsed and the books and scrolls they sheltered have turned to dust. A stout table still stands in the center of the room.

This library served the clerics of Ghestai and those soldiers who were literate. Long ago it turned to ruin and there seems little of value. A DC 20 Search check finds a few scraps of a diary written in Baklunish. While few fragments are still readable, a dedicated scholar can make out the purpose of this place and what occurred.

This complex is called the Verdant Vault and it was created by the Baklunish Empire to hide powerful magical items relating to the Vesve from the Suel who might misuse them. A garrison of troops and several clerics of Ghestai were stationed here in this place of abundant water. One of the last entries mentions some horrible catastrophe and that the entire garrison was needed back home. Everyone would be leaving except the volunteer, Sister Fawzi who had vowed to watch over the treasures buried here until the Baklunish Empire relieved her.

13. STAIRS TO THE LOWER LEVEL

A great set of marble stairs, carved in the likeness of flowering vines covered in quartz dewdrops, leads down to the second floor.

The stairs are the obvious way down to the next level, as such they are trapped.

TRAPS

Anyone walking down the stairs triggers a trap when they reach the midpoint down, the crystal raindrops fire

at the two 5-ft. squares in the middle of the stairs (or at higher APLs, the four squares in a 10 by 10-ft. area).

APL 2 (EL 1)

Crystal Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

APL 4 (EL 2)

Crystal Javelins: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, dart); multiple targets (fires 1 javelin at each target in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 18.

APL 6 (EL 3)

Hail of Crystal Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4, dart); multiple targets (fires 1 hail at each target in two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.

APL 8 (EL 4)

Poisoned Crystal Darts: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (fires 1 dart at each target in a 10 by 10-ft. area); poison (black adder venom, DC 11 Fortitude resists, 1d6 Con/1d6 Con); Search DC 22; Disable Device DC 22.

APL 10 (EL 5)

Fusillade Crystal Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts at each target in a 10 by 10-ft. area); Search DC 19; Disable Device DC 25.

14. BALCONY

A balcony, bathed in brilliant green light, overlooks a lower second story.

The balcony is thirty feet above the floor (room 15) below. The empty air at the center is the source of the bright green light that fills this room and the room below. The balcony railing is designed in such a way that there is no place to tie a rope.

SECOND FLOOR (THE SUBLEVEL)

15. THE VAULT

Six beds of green plants are recessed into the walls of this room, and a vase of water is in the center of the room containing a single flowering green rose.

This room houses the Al'Torrey Congerrin in the blessed waters of Ghestai. The green rose looks freshly cut, and stands in a glass vase of pure water in the center of the room. The water radiates strong conjuration and transmutation magic (DC 22 Spellcraft with *detect magic*). The rose does not radiate magic.

The six plant beds are spread equally around the room and radiate moderate conjuration magic (DC 20 Spellcraft with *detect magic*). If the Al'Torrey Congerrin is removed from the vase, or Sister Fawzi wills it, the plants swell forth and form into a fang golem (or at APL 2, a assassin vine). Fawzi is immediately aware (mental alarm) if someone tries to remove the Al'Torrey Congerrin from the vase.

16. THE WATCHER

An irregular cavern is loosely furnished with a desk, table, and several texts. An unused bed is at the rear cave.

When the Baklunish garrison and priests of Ghestai left the House of the Malachite Sun, one acolyte volunteered to sacrifice herself and stay behind to guard the Al'Torrey Congerrin until such time as the Empire called for it.

Sister Fawzi was bathed in the waters of Ghestai and surrendered her life force to become a remnant of her former self. Now she mediates on the waters of her goddess and waits for when she is needed to defend the Al'Torrey Congerrin.

CREATURES

Should anyone make significant noise coming into room 15, such as setting off the trap or the alarm, Sister Fawzi immediately summons the guardian of the Al'Torrey Congerrin. She then proceeds towards room 15.

APL 2 (EL 5)

Assassin Vine: hp 30; MM 20.

Sister Fawzi: hp 26; Appendix 1.

APL 4 (EL 7)

Fang Golem: hp 74; Appendix 1.

Sister Fawzi: hp 31; Appendix 1.

APL 6 (EL 9)

Advanced Fang Golem: hp 132; Appendix 1.

Sister Fawzi: hp 41; Appendix 1.

APL 8 (EL 11)

Advanced Fang Golem: hp 180; Appendix 1.

Sister Fawzi: hp 51; Appendix 1.

APL 10 (EL 13)

Advanced Fang Golem (2): hp 180; Appendix 1.

Sister Fawzi: hp 61; Appendix 1.

Tactics

Fawzi moves to kill anyone attempting to steal the Al'Torrey Congerrin, even at the expense of her own life. She uses offense spells, saving defensive spells primarily for the golem (or vine). She targets Suel PCs over any others. If the PCs run from them, Fawzi

advances behind the guardian and attempts to get to the entrance to the complex so no one can leave.

Some PCs will find that they have an unexpected defense against the death throws of the fang golem. Any PC with a soul orb (HIG5-09 *Twilight*) gains evasion against the golem's death throw ability. If the PC already has evasion, they gain improved evasion.

Treasure: If the PCs defeat Sister Fawzi and the golem, they may claim her equipment.

APL 2: Loot – 2 gp, Magic – scroll of calm animals (2 gp), scroll of flame blade (31 gp).

APL 4: Loot – 3 gp, Magic – elixir of fire breath (92 gp), +1 leather armor (97 gp), scroll of calm animals (2 gp), scroll of flame blade (31 gp).

APL 6: Loot – 3 gp, Magic – elixir of fire breath (92 gp), +1 leather armor (97 gp), scarab of golembane (208 gp), scroll of calm animals (2 gp), scroll of flame blade (31 gp).

APL 8: Loot – 3 gp, Magic – elixir of fire breath (92 gp), +1 leather armor (97 gp), ring of protection +1 (167 gp), scarab of golembane (208 gp), scroll of calm animals (2 gp), scroll of flame blade (31 gp).

APL 10: Loot – 3 gp, Magic – elixir of fire breath (92 gp), +1 leather armor (97 gp), lesser metamagic rod of extend (250 gp), ring of protection +1 (167 gp), scarab of golembane (208 gp), scroll of calm animals (2 gp), scroll of flame blade (31 gp).

DEVELOPMENT

Once the PCs succeed recovering the Al'Torrey Congerrin they cannot leave until the next sunrise or sunset. The next time the party sleeps after exiting the complex, proceed to the conclusion.

CONCLUSION

Once the party sleeps after recovering the Al'Torrey Congerrin or give up and flee the House of the Malachite Sun, the party receives a visit from Dreamer of Sea and Stars. The following assumes that the party is successful. If this is not the case, the DM should adjust accordingly.

Sleep comes easily after your ordeal. Now that you finally have the Al'Torrey Congerrin your troubles have almost certainly ended.

The approaching glow is familiar, and you feel all the tension of the day drain away as water flows down a gully. The cool smell of leaves and a fresh rain wafts across you, urging you to dance under the trees. Sudden light washes across your vision and coalesces into three women. The one you know as the Dreamer of Sea and Stars stands near to you, but the other two are small, as if they are further away, one of them so small as to be barely noticeable if not for the glow. A wavering line light connects them all. They all speak at once.

“Welcome adventures, do you have what I seek?”

The PCs have the chance to speak with the tripartite creature and learn much about what has passed in recent years. Use the following to answer the party's questions:

- Who/What are you? *"We are the Daughter of Dream, and our self has watched the children of the Vesve for many centuries through our various forms."*
- What are your forms? *"You have known me as the Dreamer of Sea and Stars, but you have also witnessed my sister selves as Maegla the Dreamer and Calandryen, the Seer of All Time."*
- What do you want us to do with the Al'Torrey Congerrin? *"I will take it from you here, in the realm of dreams where I can take it beyond the reach of the Lady of the Wood."*
- Who is the Lady of Wood? *"Some call her the Dawn. She is a part of the Vesve who seeks to be all. In doing so, she would change the balance irrevocably as she consumes everything within her reach. We are still learning how far her grasp might extend."*
- What happened to Maegla the Dreamer? *"Our sister self sacrificed herself and a portion of my power to the Dawn that we might crack the shell of her armor and see what lies beneath. That which was Maegla creeps quietly in the shadow of the Dawn and whispers to us from afar. So far our presence has gone unnoticed."*
- What will you do with the Al'Torrey Congerrin? *"The Dawn seeks to consume it, and so we will safeguard it until its power is needed."*
- Are the Oronodel/Releshi/Calentir or Mnemosyne / Shandareth or anyone else evil? *"The hearts of men and the paths they may walk in the future are not clear to us."*

Once the PCs have had the chance to ask questions, the Daughter of Dream takes the Al'Torrey Congerrin and offers two last rewards.

"I offer you a last reward." The Dreamer plucks several petals from the green rose, though its size does not seem diminished in the slightest. "Take this small piece of the Al'Torrey Congerrin, may it serve you well. It will grant you access to the magic of the Vesve when you might otherwise by denied it."

The following occurs only if some of the PCs possess a soul orb from HIG5-09 Twilight. Only those PCs are rewarded.

"I have one more gift, that will strengthen our bond." The Dreamer reaches inside her glowing chest and pulls forth {one for each PC that has a soul orb} spheres of glowing light that float over to you before plunging inside you and disappearing with a faint pop. "Now we are more than we were. We must

leave now. We wish you pleasant dreams great heroes, and a restful slumber."

Treasure: Each PC receives a **Petal of the Al'Torrey Congerrin** on their AR. Those PCs who already possessed a soul orb from HIG5-09 Twilight receive a **Strengthened Soul Orb**.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

3: MISCONCEPTIONS

Defeat or negotiate a truce with the adventurers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

5: THE VERDANT VAULT

Encounter the spell turret trap

APL 2	60 XP
APL 4	90 XP
APL 6	120 XP
APL 8	150 XP
APL 10	180 XP

Encounter the trapped stairs

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP
APL 10	150 XP

Defeat Sister Fawzi and the Golem

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

STORY AWARD

Recover the Al'Torrey Congerrin:

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

TOTAL POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast identify, analyze dweomer or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

3: MISCONCEPTIONS

Defeat the Adventurers

APL 2: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp).

APL 4: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp).

APL 6: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp).

APL 8: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp), spellbook IV (72 gp).

APL 10: Loot – 169 gp, Magic – *potion of cure light wounds* (2 gp), *scroll of aid* (25 gp), spellbook I (22 gp), spellbook II (10 gp), spellbook III (43 gp), spellbook IV (72 gp), spellbook V (64 gp).

5: THE VERDANT VAULT

Recover the *tunic of leaves*

APL 2: Magic – *tunic of leaves* (197 gp)

APL 4: Magic – *tunic of leaves* (197 gp)

APL 6: Magic – *tunic of leaves* (197 gp)

APL 8: Magic – *tunic of leaves* (197 gp)

APL 10: Magic – *tunic of leaves* (197 gp)

Defeat Sister Fazwzi

APL 2: Loot – 2 gp, Magic – *scroll of calm animals* (2 gp), *scroll of flame blade* (31 gp).

APL 4: Loot – 3 gp, Magic – *elixir of fire breath* (92 gp), +1 leather armor (97 gp), *scroll of calm animals* (2 gp), *scroll of flame blade* (31 gp).

APL 6: Loot – 3 gp, Magic – *elixir of fire breath* (92 gp), +1 leather armor (97 gp), *scarab of golembane* (208 gp), *scroll of calm animals* (2 gp), *scroll of flame blade* (31 gp).

APL 8: Loot – 3 gp, Magic – *elixir of fire breath* (92 gp), +1 leather armor (97 gp), *ring of protection +1* (167 gp), *scarab of golembane* (208 gp), *scroll of calm animals* (2 gp), *scroll of flame blade* (31 gp).

APL 10: Loot – 3 gp, Magic – *elixir of fire breath* (92 gp), +1 leather armor (97 gp), *lesser metamagic rod of extend* (250 gp), *ring of protection +1* (167 gp), *scarab of golembane* (208 gp), *scroll of calm animals* (2 gp), *scroll of flame blade* (31 gp).

TOTAL POSSIBLE TREASURE

APL 2: Loot: 171 gp; Magic: 279 gp; Total: 450 gp

APL 4: Loot: 172 gp; Magic: 478 gp; Total: 650 gp

APL 6: Loot: 172 gp; Magic: 729 gp; Total: 901 gp (max: 900)

APL 8: Loot: 172 gp; Magic: 968 gp; Total: 1140 gp (max: 1125 gp)

APL 10: Loot: 172 gp; Magic: 1282 gp; Total: 1454 gp (max: 1350 gp)

SPECIAL

Arett’s Spellbook: These spell books belonged to a young adventurer and are written in myriad colorful inks.

Spellbook I (APL 2): 1st—color spray, disguise self, grease, magic missile, silent image.

Spellbook II (APL 4): 1st—mage armor, ray of enfeeblement.

Spellbook III (APL 6): 2nd—*false life*, *glitterdust*, *minor image*, *scorching ray*, *see invisibility*.

Spellbook IV (APL 8): 1st—*burning hands*; 2nd—*blur*, *mirror image*; 3rd—*fireball*, *invisibility sphere*, *lightning bolt*, *tongues*.

Spellbook V (APL 10): 3rd—*haste*; 4th—*dimension door*, *ice storm*, *wall of fire*.

Herald of Old Wicked: You have carried the Old One's message of alliance to the people of Quaalsten. For your efforts, his minions reward you and grant access to those items below marked with †.

Petal of the Al'Torreya Congerrin: This green rose petal can be expended to allow you to cast one spell or spell-like ability or use one supernatural ability once normally while in the Vesve; regardless of dead, impeded, or wild magic zones or the *anti-magic shell* spell.

Strengthened Soul Orb: The connection between you and the Dreamer of the Sea and Stars has been strengthened. The number of times you may use each ability is doubled.

Verdant Oath: You have taken the Verdant Oath to reaffirm your loyalty to Clan Oronodel and the Vesve. Doing so has turned your skin a bright green and given you the ability to *treestride* (as the spell) once per day in the Vesve as a standard action with a range of sixty feet. You lose your +2 racial saving throw bonus versus enchantment spells and effects while this oath remains in effect.

Tunic of Leaves: A part of the four piece magical item set known as the *raiment of the wood*, this tunic is made of carefully sewn deep green leaves. While worn, it provides a +1 Sacred bonus to the wearer's armor class and a +2 Competence bonus to Handle Animal, Knowledge (nature), and Survival checks made within the Vesve. The collection benefits of this set are not known. This item cannot be crafted and functions for only PCs who are Devoted of the Green and White.

Price (Item Level): 3,600 gp (6th)

Body Slot: Torso

Caster Level: 3rd

Aura: Faint; (DC 17) abjuration and transmutation

Activation: —

Weight: 1/2 lb.

- Elixir of fire breath (Adventure, DMG)
- Spellbook II (Adventure; 115 gp)
- Rod of frost (Adventure, MIC)†

APL 6 (all of APLs 2-4 plus the following):

- Scarab of golembane (Adventure, DMG)
- Spellbook III (Adventure; 515 gp)
- Infinite scrollcase (Adventure, MIC)†

APL 8 (all of APLs 2-6 plus the following):

- Spellbook IV (Adventure; 865 gp)
- Rod of silence (Adventure, MIC)†

APL 10 (all of APLs 2-8 plus the following):

- Lesser metamagic rod of extend (Adventure, DMG)
- Spellbook V (Adventure; 765 gp)
- Skull plaque (Adventure, MIC)†

ITEMS FOR THE ADVENTURE RECORD

ITEM ACCESS

APL 2:

- Spellbook I (Adventure; 265 gp)
- Tunic of leaves (Regional)
- Electric eel elixir (Adventure, MIC)†

APL 4 (all of APL 2 plus the following):

2: UNEXPECTED ALLIES

SVATEK GRIMBLOOD

CR 7

Male human cleric 7
CE Medium humanoid (human)
Init +5; Senses Listen +4, Spot +4
Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)
hp 45 (7 HD)
Fort +6, **Ref** +5, **Will** +9

Speed 20 ft. (4 squares)
Melee mwk morningstar +5 (1d8-1)
Ranged light crossbow +7 (1d8/19-20)
Base Atk +5; **Grp** +4
Special Actions rebuke undead 2/day
Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):
4th—*freedom of movement*, *summon monster IV*, *unholy blight*^D (DC 18)
3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle versus good*^D
2nd—*aid*, *hold person* (DC 16) *shatter*^D (DC 16), *silence*, *sound burst* (DC 16)
1st—*bless*, *cause fear* (DC 15), *divine favor*, *obscuring mist*, *protection from law*^D, *shield of faith*
0th—*create water*, *detect magic* (2), *detect poison*, *light*, *mending*
D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 8
Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes
Skills Concentration +11, Diplomacy +9, Knowledge (religion) +11, Spellcraft +11
Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts

3: MISCONCEPTIONS

ARETT

CR 1

Male human expert 1/wizard 1
N Medium humanoid (human)
Init +2; Senses Listen +0, Spot +6
Languages Common, Draconic, Elven, Sylvan

AC 12, touch 12, flat-footed 10; (+2 Dex)
hp 13 (2 HD)
Fort +2, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Melee dagger +0 (1d4/19-20)
Ranged light crossbow +2 (1d8/19-20)
Base Atk +0; **Grp** +0
Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 1st):

1st—*color spray* (DC 15), *grease* (DC 14)
0th—*acid splash* (+2 ranged touch), *daze* (DC 13), *detect magic*

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10

Feats Alertness, Scribe Scroll, Spell Focus (Illusion), Sudden Widen,

Skills Bluff +3, Concentration +7, Decipher Script +7, Knowledge (arcana) +8, Knowledge (local: luz Border States) +8, Knowledge (the planes) +8, Knowledge (religion) +8, Spellcraft +8, Spot +6, Tumble +6

Possessions combat gear plus 2 daggers, light crossbow, 10 bolts, 2 spell component pouches, backpack, tindertwig, thunderstone.

Spellbook spells prepared plus 0—All PHB cantrips; 1st—*disguise self*, *magic missile*, *silent image*

Hook "I think we should bring this back to the Guildsmen for study."

HODGE

CR -

Male tiny viper familiar
AL N Tiny magical beast
Init +7; Senses Listen +6, Spot +6; Scent

AC 18, touch 15, flat-footed 15; (+2 size, +3 Dex, +3 natural)
hp 6 (2 HD)
Fort +2, **Ref** +5, **Will** +5

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +5 (1 plus poison)
Space 2 ½ ft.; **Reach** 0 ft.
Base Atk +0; **Grp** -11

Abilities Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2

SQ Empathic link, improved evasion, poison, scent, share spells

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Climb +11, Concentration +5, Decipher Script +2, Hide +15, Knowledge (arcana) +3, Knowledge (local: luz Border States) +3, Knowledge (the planes) +3, Knowledge (religion) +3, Listen +6, Spellcraft +3, Spot +6, Swim +5, Tumble +7

CAMDOR HAMMERSTRIKE

CR 1

Male dwarf fighter 1/warrior 1
LN Medium humanoid (dwarf)
Init +1; Senses Listen +0, Spot +0; 60' darkvision
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20; (+1 Dex, +2 shield, +8 armor)
hp 23 (2 HD)

Resist +2 vs. poison, spells, & spell-like abilities; +4 stability
Fort +8, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)
Melee dwarven waraxe +6 (1d10+3/x3)
Ranged light crossbow +3 (1d8/19-20)
Base Atk +2; **Grp** +5
Atk Options Power Attack

Abilities Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 6
Feats Power Attack, Weapon Focus (dwarven waraxe)
Skills Climb +8, Jump +8
Possessions dwarven waraxe, full plate, heavy steel shield, long sword, dagger, light crossbow, 10 bolts, 50' of silk rope

Hook "For Dargas Mor!"

MOYNAE WINTERSHALE CR 1

Female high elf aristocrat 1/cleric 1
CG Medium humanoid (human)
Init +1; **Senses** Listen +3, **Spot** +7; low-light vision
Languages Common, Elven

AC 17, touch 11, flat-footed 16; (+1 Dex, +4 armor, +2 shield)
hp 15 (2 HD)
Immune sleep
Resist +2 vs. enchantment spells and effects
Fort +3, **Ref** +1, **Will** +7

Speed 40 ft. (8 squares)
Melee longsword +2 (1d8+1/19-20)
Ranged longbow +1 (1d8/x3)
Base Atk +0; **Grp** +1
Special Actions Turn undead 4/day, spontaneous cure spells
Combat Gear *scroll of aid*
Cleric Spells Prepared (CL 1st):
 1st—*bless, magic weapon^D, shield of faith*
 0th—*detect magic, guidance, light*
 D: Domain spell. Deity: Corellon Larethian.
 Domains: Celerity, War.

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 12
Feats Divine Vigor, Weapon Focus (longsword)
Skills Concentration +6, Spellcraft +5, **Spot** +7
Possessions combat gear plus longsword, longbow, 20 arrows, 2 holy symbols, spell component pouch

Hook "By the Loslain and the Protector, I shall send you to Hell!"

NELCOWEN WOOD CR 1

Female halfling rogue 1/warrior 1
CN Small humanoid (halfling)
Init +3; **Senses** Listen +7, **Spot** +5
Languages Common, Halfling

AC 18, touch 14, flat-footed 15; (+1 size, +3 Dex, +4 armor)

hp 13 (2 HD)
Resist +2 vs. fear
Fort +5, **Ref** +6, **Will** +2

Speed 20 ft. (4 squares)
Melee rapier +4 (1d4+2/18-20)
Ranged light crossbow +4 (1d6/19-20)
Base Atk +1; **Grp** -1
Atk Options Sneak attack +1d6
Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8
SQ Trapfinding
Feats Weapon Focus (rapier)
Skills Climb +4, Disable Device +4, Escape Artist +7, Hide +11, Listen +7, Search +4, **Spot** +5, Tumble +7, Use Magic Device +3
Possessions combat gear plus chain shirt, rapier, dagger, light crossbow, 20 bolts, thieves tools, sap

Hook "I'll cut you down to size, Tallie!"

5: THE VERDANT VAULT

SISTER FAWZI CR 3

Female bone human druid 3
NE Medium undead
Init +3; **Senses** Listen +10, **Spot** +12; 60' darkvision
Languages Baklunish, Elven, Sylvan

AC 19, touch 13, flat-footed 16; (+3 Dex, +2 natural, +2 armor, +2 shield)
hp 26 (3 HD); DR 5/bludgeoning
Immune cold, undead traits
Resist Turn resistance +4
Fort +3, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)
Melee shortspear +2 (1d6) or claw +5 (1d4)
Ranged shortspear +5 (1d6)
Base Atk +2; **Grp** +2
Special Actions spontaneous summon spells
Combat Gear *scroll of calm animals, scroll of flameblade*
Druid Spells Prepared (CL 3rd):
 2nd—*barkskin, chill metal* (DC 16)
 1st—*faerie fire, magic fang, produce flame* (+5 ranged touch)
 0th—*create water, detect magic, known direction, light*

Abilities Str 10, Dex 16, Con -, Int 12, Wis 18, Cha 8
SQ Trackless step, wild empathy, woodland stride
Feats Improved Turn Resistance, Sudden Silent, Sudden Still, Weapon Finesse
Skills Concentration +6, Knowledge (nature) +8, Listen +10, Spellcraft +7, **Spot** +10, Survival +12
Possessions leather armor, heavy wooden shield, holy symbol, spell component pouch, shortspear

Hook "The bloom shall remain here until the Empire demands otherwise."

2: UNEXPECTED ALLIES

SVATEK GRIMBLOOD

CR 7

Male human cleric 7

CE Medium humanoid (human)

Init +5; Senses Listen +4, Spot +4

Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)

hp 45 (7 HD)

Fort +6, Ref +5, Will +9

Speed 20 ft. (4 squares)

Melee mwk morningstar +5 (1d8-1)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +5; Grp +4

Special Actions rebuke undead 2/day

Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):

4th—*freedom of movement*, *summon monster IV*, *unholy blight*^D (DC 18)3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle versus good*^D2nd—*aid*, *hold person* (DC 16) *shatter*^D (DC 16), *silence*, *sound burst* (DC 16)1st—*bless*, *cause fear* (DC 15), *divine favor*, *obscuring mist*, *protection from law*^D, *shield of faith*0th—*create water*, *detect magic* (2), *detect poison*, *light*, *mending*

D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 8

Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +11, Diplomacy +9, Knowledge (religion) +11, Spellcraft +11

Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts

3: MISCONCEPTIONS

ARETT

CR 2

Male human expert 1/wizard 2

N Medium humanoid (human)

Init +2; Senses Listen +0, Spot +6

Languages Common, Draconic, Elven, Sylvan

AC 12, touch 12, flat-footed 10; (+2 Dex)

hp 18 (3 HD)

Fort +2, Ref +2, Will +5

Speed 30 ft. (6 squares)

Melee dagger +1 (1d4/19-20)

Ranged light crossbow +3 (1d8/19-20)

Base Atk +1; Grp +1

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 2nd):

1st—*color spray* (DC 15), *grease* (DC 14), *ray of enfeeblement* (+3 ranged touch)0th—*acid splash* (+3 ranged touch), *daze* (DC 13), *detect magic*, *prestidigitation* (DC 13)

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 10, Cha 10

Feats Alertness, Scribe Scroll, Spell Focus (Illusion), Sudden Widen

Skills Bluff +3, Concentration +8, Decipher Script +7, Knowledge (arcana) +9, Knowledge (local: luz Border States) +9, Knowledge (the planes), +9, Knowledge (religion) +9, Spellcraft +9, Spot +6, Tumble +6

Possessions combat gear plus 2 daggers, light crossbow, 10 bolts, 2 spell component pouches, backpack, tindertwig, thunderstone.

Spellbook spells prepared plus 0—All PHB cantrips; 1st—*disguise self*, *mage armor*, *magic missile*, *silent image*

Hook “I think we should bring this back to the Guildsmen for study.”

HODGE

CR -

Male tiny viper familiar

AL N Tiny magical beast

Init +7; Senses Listen +6, Spot +6; Scent

AC 18, touch 15, flat-footed 15; (+2 size, +3 Dex, +3 natural)

hp 9 (3 HD)

Fort +2, Ref +5, Will +6

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +6 (1 plus poison)

Space 2 ½ ft.; Reach 0 ft.

Base Atk +1; Grp -10

Abilities Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2

SQ Empathic link, improved evasion, poison, scent, share spells

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Climb +11, Concentration +6, Decipher Script +2, Hide +15, Knowledge (arcana) +4, Knowledge (local: luz Border States) +4, Knowledge (the planes), +4, Knowledge (religion) +4, Listen +6, Spellcraft +4, Spot +6, Swim +5, Tumble +7

CAMDOR HAMMERSTRIKE **CR 2**

Male dwarf fighter 2/warrior 1
 LN Medium humanoid (dwarf)
Init +1; Senses Listen +0, Spot +0; 60' darkvision
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20; (+1 Dex, +2 shield, +8 armor)

hp 33 (3 HD)

Resist +2 vs. poison, spells, & spell-like abilities; +4 stability

Fort +9, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares)

Melee dwarven waraxe +7 (1d10+3/x3)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +3; **Grp** +6

Atk Options Power Attack

Abilities Str 16, Dex 12, Con 18, Int 10, Wis 10, Cha 6

Feats Blind-fight, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe)

Skills Climb +9, Jump +9

Possessions 2 dwarven waraxes, full plate, heavy steel shield, long sword, dagger, light crossbow, 10 bolts, 50' of silk rope

Hook "For Dargas Mor!"

MOYNAE WINTERSHALE **CR 2**

Female high elf aristocrat 1/cleric 2
 CG Medium humanoid (human)
Init +1; Senses Listen +3, Spot +7; low-light vision
Languages Common, Elven

AC 17, touch 11, flat-footed 16; (+1 Dex, +4 armor, +2 shield)

hp 21 (3 HD)

Immune sleep

Resist +2 vs. enchantment spells and effects

Fort +4, **Ref** +1, **Will** +8

Speed 40 ft. (8 squares)

Melee longsword +3 (1d8+1/19-20)

Ranged longbow +2 (1d8/x3)

Base Atk +1; **Grp** +2

Special Actions Turn undead 4/day, spontaneous cure spells

Combat Gear *scroll of aid*

Cleric Spells Prepared (CL 2nd):

1st—*bless*, *divine favor*, *magic weapon*^D,
shield of faith

0th—*detect magic*, *detect poison*, *guidance*,
light

D: Domain spell. Deity: Corellon Larethian.
 Domains: Celerity, War.

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 17, Cha 12

Feats Augment Healing, Divine Vigor, Weapon Focus (longsword)

Skills Concentration +6, Heal +5, Spellcraft +3, Spot +7

Possessions combat gear plus longsword, longbow, 20 arrows, 2 holy symbols, spell component pouch

Hook "By the Loslain and the Protector, I shall send you to Hell!"

NELCOWEN WOOD **CR 2**

Female halfling rogue 2/warrior 1
 CN Small humanoid (halfling)
Init +3; Senses Listen +8, Spot +6
Languages Common, Halfling

AC 18, touch 14, flat-footed 15; (+1 size, +3 Dex, +4 armor)

hp 19 (3 HD)

Resist +2 vs. fear

Fort +5, **Ref** +7, **Will** +2

Speed 20 ft. (4 squares)

Melee rapier +5 (1d4+2/18-20)

Ranged light crossbow +5 (1d6/19-20)

Base Atk +2; **Grp** +0

Atk Options Sneak attack +1d6

Combat Gear tanglefoot bag

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, trapfinding

Feats Distracting Attack, Weapon Focus (rapier)

Skills Climb +4, Disable Device +5, Escape Artist +8, Hide +12, Listen +8, Search +5, Spot +6, Tumble +8, Use Magic Device +4

Possessions combat gear plus chain shirt, rapier, dagger, light crossbow, 20 bolts, thieves tools, sap

Hook "I'll cut you down to size, Tallie!"

5: THE VERDANT VAULT

SISTER FAWZI

CR 4

Female bone human druid 4
NE Medium undead

Init +3; **Senses** Listen +11, Spot +13; 60' darkvision

Languages Baklunish, Elven, Sylvan

AC 20, touch 13, flat-footed 17; (+3 Dex, +2 natural, +3 armor, +2 shield)

hp 31 (4 HD); **DR** 5/bludgeoning

Immune cold, undead traits

Resist Turn resistance +4; +4 vs. spells and spell-like abilities of fey

Fort +4, **Ref** +4, **Will** +8

Speed 30 ft. (6 squares)

Melee shortspear +3 (1d6) or
claw +6 (1d4)

Ranged shortspear +6 (1d6)

Base Atk +3; **Grp** +3

Special Actions spontaneous summon spells

Combat Gear alchemist fire, *elixir of fire breath*, *scroll of calm animals*, *scroll of flameblade*

Druid Spells Prepared (CL 4th):

2nd—*barkskin*, *chill metal* (DC 16), *flaming sphere* (DC 16)

1st—*faerie fire*, *magic fang*, *produce flame* (+6 ranged touch), *snake's swiftness*

0th—*create water*, *detect magic*, *flare* (DC 14), *known direction*, *light*

Abilities Str 10, Dex 16, Con -, Int 12, Wis 19, Cha 8

SQ Trackless step, wild empathy, woodland stride

Feats Improved Turn Resistance, Sudden Silent, Sudden Still, Weapon Finesse

Skills Concentration +7, Knowledge (nature) +9, Listen +11, Spellcraft +8, Spot +11, Survival +13

Possessions +1 *leather armor*, heavy wooden shield, holy symbol, spell component pouch, shortspear

Hook "The bloom shall remain here until the Empire demands otherwise."

FANG GOLEM

CR 6

N Large construct

Init +3; **Senses** Listen +0, Spot +0; darkvision 60 ft., low-light vision

Languages understands Baklunish

AC 20, touch 12, flat-footed 17 (-1 size, +3 Dex, +8 natural)

hp 74 (8 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

Fort +2, **Ref** +5, **Will** +2

Weakness sonic

Speed 30 ft. (6 squares)

Melee 2 claws +9 each (2d6+4)

Ranged spikes +8 (2d6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +14

Atk Options verdant surge

Special Actions spikes

Abilities Str 19, Dex 17, Con -, Int -, Wis 11, Cha 1

SQ construct traits

Skills Listen +0, Spot +0

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell.

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full hit points, it gains temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save is Constitution-based.

2: UNEXPECTED ALLIES

SVATEK GRIMBLOOD

CR 7

Male human cleric 7

CE Medium humanoid (human)

Init +5; Senses Listen +4, Spot +4

Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)

hp 45 (7 HD)

Fort +6, Ref +5, Will +9

Speed 20 ft. (4 squares)

Melee mwk morningstar +5 (1d8-1)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +5; Grp +4

Special Actions rebuke undead 2/day

Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):

4th—*freedom of movement*, *summon monster IV*, *unholy blight*^D (DC 18)3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle versus good*^D2nd—*aid*, *hold person* (DC 16) *shatter*^D (DC 16), *silence*, *sound burst* (DC 16)1st—*bless*, *cause fear* (DC 15), *divine favor*, *obscuring mist*, *protection from law*^D, *shield of faith*0th—*create water*, *detect magic* (2), *detect poison*, *light*, *mending*

D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 8

Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +11, Diplomacy +9, Knowledge (religion) +11, Spellcraft +11

Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts

3: MISCONCEPTIONS

ARETT

CR 4

Male human expert 1/wizard 4

N Medium humanoid (human)

Init +2; Senses Listen +0, Spot +6

Languages Common, Draconic, Elven, Sylvan

AC 16, touch 12, flat-footed 10; (+2 Dex, +4 *mage armor*)hp 28 (38 with *false life*) (5 HD)

Fort +3, Ref +3, Will +6

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4/19-20)

Ranged light crossbow +4 (1d8/19-20)

Base Atk +2; Grp +2

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 4th):

2nd—[†]*false life*, *glitterdust* (DC 15), *scorching ray* (+5 ranged touch)1st—*color spray* (DC 15), *grease* (DC 14),[†]*mage armor*, *ray of enfeeblement* (+5 ranged touch)0th—*daze* (DC 13), *detect magic*, *prestidigitation* (DC 13), *ray of frost* (+5 ranged touch)[†]Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10

Feats Alertness, Scribe Scroll, Spell Focus (Illusion), Weapon Focus (ray), Sudden Widen,

Skills Bluff +3, Concentration +10, Decipher Script +7, Knowledge (arcana) +11, Knowledge (local: luz Border States) +11, Knowledge (the planes) +11, Knowledge (religion) +11, Spellcraft +11, Spot +6, Tumble +6

Possessions combat gear plus 2 daggers, light crossbow, 10 bolts, 2 spell component pouches, backpack, tindertwig, thunderstone.

Spellbook spells prepared plus 0—All PHB cantrips; 1st—*disguise self*, *magic missile*, *silent image*; 2nd—*minor image*, see *invisibility*

Hook "I think we should bring this back to the Guildsmen for study."

HODGE

CR -

Male tiny viper familiar

AL N Tiny magical beast

Init +7; Senses Listen +6, Spot +6; Scent

AC 19, touch 15, flat-footed 16; (+2 size, +3 Dex, +4 natural)

hp 14 (24 with *false life*) (5 HD)

Fort +3, Ref +6, Will +7

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +7 (1 plus poison)

Space 2 ½ ft.; Reach 0 ft.

Base Atk +2; Grp -9

Abilities Str 4, Dex 17, Con 11, Int 7, Wis 12, Cha 2

SQ Deliver touch spells, empathic link, improved evasion, poison, scent, share spells

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Climb +11, Concentration +8, Decipher Script +2, Hide +15, Knowledge (arcana) +6, Knowledge (local: luz Border States) +6, Knowledge (the planes) +6, Knowledge (religion) +6, Listen +6, Spellcraft +6, Spot +6, Swim +5, Tumble +7

CAMDOR HAMMERSTRIKE CR 4

Male dwarf fighter 4/warrior 1
 LN Medium humanoid (dwarf)
Init +1; Senses Listen +0, Spot +0; 60' darkvision
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20; (+1 Dex, +2 shield, +8 armor)
hp 53 (5 HD)
Resist +2 vs. poison, spells, & spell-like abilities; +4 stability
Fort +10, **Ref** +2, **Will** +1

Speed 20 ft. (4 squares)
Melee dwarven waraxe +9 (1d10+5/x3)
Ranged light crossbow +6 (1d8/19-20)
Base Atk +5; **Grp** +8
Atk Options Power Attack

Abilities Str 16, Dex 13, Con 18, Int 10, Wis 10, Cha 6
Feats Blind-fight, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Climb +11, Jump +11
Possessions 2 dwarven waraxes, full plate, heavy steel shield, long sword, dagger, light crossbow, 10 bolts, 50' of silk rope

Hook "For Dargas Mor!"

MOYNAE WINTERSHALE CR 4

Female high elf aristocrat 1/cleric 4
 CG Medium humanoid (human)
Init +1; Senses Listen +4, Spot +8; low-light vision
Languages Common, Elven

AC 17, touch 11, flat-footed 16; (+1 Dex, +4 armor, +2 shield)
hp 33 (5 HD)
Immune sleep
Resist +2 vs. enchantment spells and effects
Fort +5, **Ref** +2, **Will** +10

Speed 40 ft. (8 squares)
Melee longsword +4 (1d8+1/19-20)
Ranged longbow +3 (1d8/x3)
Base Atk +2; **Grp** +3
Special Actions Turn undead 4/day, spontaneous cure spells

Combat Gear scroll of aid

Cleric Spells Prepared (CL 4th):

2nd—*bull's strength*, *silence*, *sound burst* (DC 16), *spiritual weapon*^D,

1st—*bless*, *divine favor*, *entropic shield*, *magic weapon*^D, *shield of faith*

0th—*create water*, *detect magic*, *detect poison*, *guidance*, *light*

D: Domain spell. Deity: Corellon Larethian.

Domains: Celerity, War.

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 12

Feats Augment Healing, Divine Vigor, Weapon Focus (longsword)

Skills Concentration +10, Heal +5, Spellcraft +3, Spot +8

Possessions combat gear plus longsword, longbow, 20 arrows, 2 holy symbols, spell component pouch

Hook "By the Loslain and the Protector, I shall send you to Hell!"

NELCOWEN WOOD CR 4

Female halfling rogue 4/warrior 1
 CN Small humanoid (halfling)
Init +3; Senses Listen +10, Spot +8
Languages Common, Halfling

AC 18, touch 14, flat-footed 15; (+1 size, +3 Dex, +4 armor)
hp 31 (5 HD)
Resist +2 vs. fear
Fort +6, **Ref** +8, **Will** +3

Speed 20 ft. (4 squares)
Melee rapier +7 (1d4+2/18-20)
Ranged light crossbow +7 (1d6/19-20)
Base Atk +4; **Grp** +2
Atk Options Sneak attack +2d6
Combat Gear tanglefoot bag

Abilities Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, trapfinding, trap sense +1, uncanny dodge

Feats Distracting Attack, Weapon Focus (rapier)

Skills Climb +4, Disable Device +7, Escape Artist +10, Hide +14, Listen +10, Search +7, Spot +8, Tumble +10, Use Magic Device +6

Possessions combat gear plus chain shirt, rapier, dagger, light crossbow, 20 bolts, thieves tools, sap

Hook "I'll cut you down to size, Tallie!"

5: THE VERDANT VAULT

SISTER FAWZI

CR 6

Female bone human druid 6
NE Medium undead

Init +3; **Senses** Listen +13, Spot +13; 60' darkvision

Languages Baklunish, Elven, Sylvan

AC 20, touch 13, flat-footed 17; (+3 Dex, +2 natural, +3 armor, +2 shield)

hp 41 (6 HD); **DR** 5/bludgeoning

Immune cold, undead traits

Resist Turn resistance +4; +4 vs. spells and spell-like abilities of fey

Fort +5, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee shortspear +4 (1d6) or
claw +7 (1d4)

Ranged shortspear +7 (1d6)

Base Atk +4; **Grp** +4

Special Actions spontaneous summon spells

Combat Gear alchemist fire, *elixir of fire breath*, *scroll of calm animals*, *scroll of flameblade*

Druid Spells Prepared (CL 6th):

3rd—*dominate animal* (DC 17), *poison* (DC 17), *wind wall*

2nd—*barkskin*, *chill metal* (DC 16), *flaming sphere* (DC 16), *resist energy*

1st—*faerie fire*, *magic fang*, *produce flame* (+7 ranged touch), *snake's swiftness*

0th—*create water*, *detect magic*, *flare* (DC 14), *known direction*, *light*

Abilities Str 10, Dex 16, Con -, Int 12, Wis 19, Cha 8

SQ Trackless step, wild empathy, wild shape 2/day, woodland stride

Feats Corrupted Wild Shape, Improved Turn Resistance, Sudden Silent, Sudden Still, Weapon Finesse

Skills Concentration +9, Knowledge (nature) +11, Listen +13, Spellcraft +10, Spot +13, Survival +15

Possessions +1 *leather armor*, heavy wooden shield, holy symbol, spell component pouch, shortspear, *scarab of golembane*

Hook "The bloom shall remain here until the Empire demands otherwise."

ADVANCED FANG GOLEM

CR 8

N Huge construct

Init +3; **Senses** Listen +1, Spot +1; darkvision 60 ft., low-light vision

Languages understands Baklunish

AC 22, touch 11, flat-footed 19 (-2 size, +3 Dex, +11 natural)

hp 132 (16 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

Fort +5, **Ref** +8, **Will** +6

Weakness sonic

Speed 30 ft. (6 squares)

Melee 2 claws +19 each (3d6+8)

Ranged spikes +13 (3d6+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Atk Options verdant surge

Special Actions spikes

Abilities Str 27, Dex 16, Con -, Int -, Wis 12, Cha 1

SQ construct traits

Skills Listen +1, Spot +1

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell.

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full hit points, it gains temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save is Constitution-based.

2: UNEXPECTED ALLIES

SVATEK GRIMBLOOD

CR 7

Male human cleric 7

CE Medium humanoid (human)

Init +5; Senses Listen +4, Spot +4

Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)

hp 45 (7 HD)

Fort +6, Ref +5, Will +9

Speed 20 ft. (4 squares)

Melee mwk morningstar +5 (1d8-1)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +5; Grp +4

Special Actions rebuke undead 2/day

Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):

4th—*freedom of movement*, *summon monster IV*, *unholy blight*^D (DC 18)3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle versus good*^D2nd—*aid*, *hold person* (DC 16) *shatter*^D (DC 16), *silence*, *sound burst* (DC 16)1st—*bless*, *cause fear* (DC 15), *divine favor*, *obscuring mist*, *protection from law*^D, *shield of faith*0th—*create water*, *detect magic* (2), *detect poison*, *light*, *mending*

D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 8

Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +11, Diplomacy +9, Knowledge (religion) +11, Spellcraft +11

Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts

3: MISCONCEPTIONS

ARETT

CR 6

Male human expert 1/wizard 6

N Medium humanoid (human)

Init +2; Senses Listen +0, Spot +6

Languages Common, Draconic, Elven, Sylvan

AC 16, touch 12, flat-footed 10; (+2 Dex, +4 *mage armor*)hp 38 (50 with *false life*) (7 HD)

Fort +4, Ref +4, Will +7

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4/19-20)

Ranged light crossbow +5 (1d8/19-20)

Base Atk +3; Grp +3

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 6th):

3rd—*fireball* (DC 17), *invisibility sphere*, *lightning bolt* (DC 17)2nd—[†]*false life*, *glitterdust* (DC 15), *mirror image*, *scorching ray* (+6 ranged touch)1st—*grease* (DC 14), [†]*mage armor*, *magic missile*, *ray of enfeeblement* (+6 ranged touch)0th—*daze* (DC 13), *detect magic*, *prestidigitation* (DC 13), *ray of frost* (+6 ranged touch)[†]Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 10, Cha 10

Feats Alertness, Scribe Scroll, Spell Focus (Evocation), Sudden Maximize, Sudden Widen, Weapon Focus (ray)

Skills Bluff +3, Concentration +12, Decipher Script +7, Knowledge (arcana) +13, Knowledge (local: luz Border States) +13, Knowledge (the planes), +13 Knowledge (religion) +13, Spellcraft +13, Spot +6, Tumble +6

Possessions combat gear plus 2 daggers, light crossbow, 10 bolts, 2 spell component pouches, backpack, tindertwig, thunderstone.

Spellbook spells prepared plus 0—All PHB cantrips; 1st—*burning hands*, *disguise self*, *magic missile*, *silent image*; 2nd—*blur*, *minor image*, *see invisibility*; 3rd—*tongues*

Hook "I think we should bring this back to the Guildsmen for study."

HODGE

CR -

Male tiny viper familiar

AL N Tiny magical beast

Init +7; Senses Listen +6, Spot +6; Scent

AC 21, touch 15, flat-footed 18; (+2 size, +3 Dex, +6 natural)

hp 19 (31 with *false life*) (7 HD)

Fort +4, Ref +7, Will +8

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +8 (1 plus poison)

Space 2 ½ ft.; Reach 0 ft.

Base Atk +3; Grp -8

Abilities Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2

SQ Deliver touch spells, empathic link, improved evasion, poison, scent, share spells, speak with master, speak with snakes

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Climb +11, Concentration +10, Decipher Script +3, Hide +15, Knowledge (arcana) +9, Knowledge (local: luz Border States) +9, Knowledge (the planes), +9, Knowledge (religion) +9, Listen +6, Spellcraft +9, Spot +6, Swim +5, Tumble +7

CAMDOR HAMMERSTRIKE**CR 6**

Male dwarf fighter 6/warrior 1
 LN Medium humanoid (dwarf)
Init +4; Senses Listen +0, Spot +0; 60' darkvision
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20; (+1 Dex, +2 shield, +8 armor)
hp 73 (7 HD)
Resist +2 vs. poison, spells, & spell-like abilities; +4 stability
Fort +11, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares)
Melee dwarven waraxe +11/+6 (1d10+5/x3)
Ranged light crossbow +8/+3 (1d8/19-20)
Base Atk +7; **Grp** +10
Atk Options Combat Reflexes, Power Attack

Abilities Str 16, Dex 13, Con 18, Int 10, Wis 10, Cha 6
Feats Blind-fight, Combat Reflexes, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)
Skills Climb +13, Jump +13
Possessions 2 dwarven waraxes, full plate, heavy steel shield, long sword, dagger, light crossbow, 10 bolts, 50' of silk rope

Hook "For Dargas Mor!"

MOYNAE WINTERSHALE**CR 6**

Female high elf aristocrat 1/cleric 6
 CG Medium humanoid (human)
Init +5; Senses Listen +4, Spot +8; low-light vision
Languages Common, Elven

AC 17, touch 11, flat-footed 16; (+1 Dex, +4 armor, +2 shield)
hp 45 (7 HD)
Immune sleep
Resist +2 vs. enchantment spells and effects
Fort +6, **Ref** +3, **Will** +11

Speed 40 ft. (8 squares)
Melee longsword +5 (1d8+1/19-20)
Ranged longbow +4 (1d8/x3)
Base Atk +3; **Grp** +4
Special Actions Turn undead 4/day, spontaneous cure spells
Combat Gear *scroll of aid*
Cleric Spells Prepared (CL 6th):
 3rd—*blur*^D, *dispel magic*, *invisibility purge*, *prayer*
 2nd—*bull's strength*, *hold person* (DC 16), *silence*, *sound burst* (DC 16), *spiritual weapon*^D,
 1st—*bless*, *divine favor*, *entropic shield*, *magic weapon*^D, *shield of faith*
 0th—*create water*, *detect magic*, *detect poison*, *guidance*, *light*

D: Domain spell. Deity: Corellon Larethian.
 Domains: Celerity, War.

Abilities Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 12
Feats Augment Healing, Divine Vigor, Improved Initiative, Weapon Focus (longsword)
Skills Concentration +12, Heal +5, Spellcraft +5, Spot +8
Possessions combat gear plus longsword, longbow, 20 arrows, 2 holy symbols, spell component pouch

Hook "By the Loslain and the Protector, I shall send you to Hell!"

NELCOWEN WOOD**CR 6**

Female halfling rogue 6/warrior 1
 CN Small humanoid (halfling)
Init +7; Senses Listen +12, Spot +10
Languages Common, Halfling

AC 18, touch 14, flat-footed 15; (+1 size, +3 Dex, +4 armor)
hp 43 (7 HD)
Resist +2 vs. fear
Fort +7, **Ref** +9, **Will** +4

Speed 20 ft. (4 squares)
Melee rapier +8 (1d4+2/18-20)
Ranged light crossbow +8 (1d6/19-20)
Base Atk +5; **Grp** +3
Atk Options Sneak attack +3d6
Combat Gear tanglefoot bag

Abilities Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8
SQ Evasion, trapfinding, trap sense +2, uncanny dodge
Feats Distracting Attack, Improved Initiative, Weapon Focus (rapier)
Skills Climb +4, Disable Device +9, Escape Artist +12, Hide +16, Listen +12, Search +9, Spot +10, Tumble +12, Use Magic Device +8
Possessions combat gear plus chain shirt, rapier, dagger, light crossbow, 20 bolts, thieves tools, sap

Hook "I'll cut you down to size, Tallie!"

5: THE VERDANT VAULT

SISTER FAWZI

CR 8

Female bone human druid 8
NE Medium undead

Init +3; **Senses** Listen +15, Spot +15; 60' darkvision

Languages Baklunish, Elven, Sylvan

AC 21, touch 14, flat-footed 18; (+3 Dex, +2 natural, +3 armor, +2 shield, +1 deflection)

hp 51 (8 HD); **DR** 5/bludgeoning

Immune cold, undead traits

Resist Turn resistance +4; +4 vs. spells and spell-like abilities of fey

Fort +6, **Ref** +5, **Will** +10

Speed 30 ft. (6 squares)

Melee shortspear +6/+1 (1d6) or
claw +9/+4 (1d4)

Ranged shortspear +9 (1d6)

Base Atk +6; **Grp** +6

Special Actions spontaneous summon spells

Combat Gear alchemist fire, *elixir of fire breath*, *scroll of calm animals*, *scroll of flameblade*

Druid Spells Prepared (CL 8th):

4th—*dispel magic*, *flamstrike* (DC 19), *ice storm*

3rd—*dominate animal* (DC 18), *poison* (DC 19), *quench* (DC 18), *wind wall*

2nd—*barkskin*, *chill metal* (DC 17), *flaming sphere* (DC 17), *resist energy*

1st—*faerie fire*, *magic fang*, *obscuring mist*, *produce flame* (+9 ranged touch), *snake's swiftness* (2)

0th—*create water*, *detect magic*, *flare* (DC 15), *known direction*, *light*, *read magic*

Abilities Str 10, Dex 16, Con -, Int 12, Wis 20, Cha 8

SQ Trackless step, wild empathy, wild shape 3/day (large), woodland stride

Feats Corrupted Wild Shape, Improved Turn Resistance, Sudden Silent, Sudden Still, Weapon Finesse

Skills Concentration +11, Knowledge (nature) +13, Listen +15, Spellcraft +12, Spot +15, Survival +17

Possessions +1 *leather armor*, heavy wooden shield, holy symbol, spell component pouch, shortspear, *scarab of golembane*, *ring of protection* +1

Hook "The bloom shall remain here until the Empire demands otherwise."

ADVANCED FANG GOLEM

CR 10

N Huge construct

Init +3; **Senses** Listen +1, Spot +1; darkvision 60 ft., low-light vision

Languages understands Baklunish

AC 22, touch 11, flat-footed 19 (-2 size, +3 Dex, +11 natural)

hp 180 (24 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

Fort +8, **Ref** +11, **Will** +9

Weakness sonic

Speed 30 ft. (6 squares)

Melee 2 claws +26 each (3d6+9)

Ranged spikes +19 (3d6+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +18; **Grp** +35

Atk Options verdant surge

Special Actions spikes

Abilities Str 29, Dex 16, Con -, Int -, Wis 12, Cha 1

SQ construct traits

Skills Listen +1, Spot +1

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell.

Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full hit points, it gains temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save is Constitution-based.

2: UNEXPECTED ALLIES

SVATEK GRIMBLOOD

CR 7

Male human cleric 7

CE Medium humanoid (human)

Init +5; Senses Listen +4, Spot +4

Languages Abyssal, Common

AC 21, touch 11, flat-footed 20; (+1 Dex, +8 armor, +2 shield)

hp 45 (7 HD)

Fort +6, Ref +5, Will +9

Speed 20 ft. (4 squares)

Melee mwk morningstar +5 (1d8-1)

Ranged light crossbow +7 (1d8/19-20)

Base Atk +5; Grp +4

Special Actions rebuke undead 2/day

Cleric Spells Prepared (CL 7th, 8th for chaotic and evil spells):

4th—*freedom of movement*, *summon monster IV*, *unholy blight*^D (DC 18)3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle versus good*^D2nd—*aid*, *hold person* (DC 16) *shatter*^D (DC 16), *silence*, *sound burst* (DC 16)1st—*bless*, *cause fear* (DC 15), *divine favor*, *obscuring mist*, *protection from law*^D, *shield of faith*0th—*create water*, *detect magic* (2), *detect poison*, *light*, *mending*

D: Domain spell. Deity: luz. Domains: Chaos, Evil.

Abilities Str 8, Dex 12, Con 12, Int 12, Wis 19, Cha 8

Feats Divine Vigor, Improved Initiative, Improved Toughness, Lightning Reflexes

Skills Concentration +11, Diplomacy +9, Knowledge (religion) +11, Spellcraft +11

Possessions plate mail, heavy steel shield, masterwork morningstar, holy symbol, light crossbow, 10 masterwork bolts

3: MISCONCEPTIONS

ARETT

CR 8

Male human expert 1/wizard 8

N Medium humanoid (human)

Init +2; Senses Listen +0, Spot +6

Languages Common, Draconic, Elven, Sylvan

AC 16, touch 12, flat-footed 10; (+2 Dex, +4 *mage armor*)hp 48 (62 with *false life*) (9 HD)

Fort +4, Ref +4, Will +8

Speed 30 ft. (6 squares)

Melee dagger +4 (1d4/19-20)

Ranged light crossbow +6 (1d8/19-20)

Base Atk +4; Grp +4

Combat Gear *potion of cure light wounds*

Wizard Spells Prepared (CL 8th):

4th—*dimension door*, *ice storm*, *wall of fire*3rd—*fireball* (DC 18), *haste*, *invisibility sphere*, *lightning bolt* (DC 18)2nd—[†]*false life*, *glitterdust* (DC 16), *mirror image*, *scorching ray* (+7 ranged touch)1st—*grease* (DC 15), [†]*mage armor*, *magic missile* (2), *ray of enfeeblement* (+7 ranged touch)0th—*daze* (DC 14), *detect magic*, *prestidigitation* (DC 14), *ray of frost* (+7 ranged touch)[†]Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 10

Feats Alertness, Scribe Scroll, Spell Focus (Evocation), Sudden Empower, Sudden Maximize, Sudden Widen, Weapon Focus (ray)

Skills Bluff +3, Concentration +14, Decipher Script +9, Knowledge (arcana) +15, Knowledge (local: luz Border States) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Spellcraft +15, Spot +6, Tumble +6

Possessions combat gear plus 2 daggers, light crossbow, 10 bolts, 2 spell component pouches, backpack, tindertwig, thunderstone.

Spellbook spells prepared plus 0—All PHB cantrips; 1st—*burning hands*, *disguise self*, *magic missile*, *silent image*; 2nd—*blur*, *minor image*, *see invisibility*; 3rd—*tongues*

Hook "I think we should bring this back to the Guildsmen for study."

HODGE

CR -

Male tiny viper familiar

AL N Tiny magical beast

Init +7; Senses Listen +6, Spot +6; Scent

AC 22, touch 15, flat-footed 19; (+2 size, +3 Dex, +7 natural)

hp 24 (38 with *false life*) (9 HD)

Fort +4, Ref +7, Will +9

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +9 (1 plus poison)

Space 2 ½ ft.; Reach 0 ft.

Base Atk +4; Grp -7

Abilities Str 4, Dex 17, Con 11, Int 10, Wis 12, Cha 2

SQ Deliver touch spells, empathic link, improved evasion, poison, scent, share spells, speak with master, speak with snakes

Feats Improved Initiative, Weapon Finesse

Skills Balance +11, Climb +11, Concentration +12, Decipher Script +6, Hide +15, Knowledge (arcana) +12, Knowledge (local: luz Border States) +12, Knowledge (the planes) +12, Knowledge (religion) +12, Listen +6, Spellcraft +11, Spot +6, Swim +5, Tumble +7

CAMDOR HAMMERSTRIKE **CR 8**

Male dwarf fighter 8/warrior 1
 LN Medium humanoid (dwarf)
Init +4; Senses Listen +0, Spot +0; 60' darkvision
Languages Common, Dwarven

AC 21, touch 11, flat-footed 20; (+1 Dex, +2 shield, +8 armor)

hp 93 (9 HD)

Resist +2 vs. poison, spells, & spell-like abilities; +4 stability

Fort +12, **Ref** +3, **Will** +2

Speed 20 ft. (4 squares)

Melee dwarven waraxe +14/+9 (1d10+5/19-20, x3)

Ranged light crossbow +10/+5 (1d8/19-20)

Base Atk +9; **Grp** +12

Atk Options Combat Reflexes, Power Attack

Abilities Str 17, Dex 13, Con 18, Int 10, Wis 10, Cha 6

Feats Blind-fight, Combat Reflexes, Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +15, Jump +15

Possessions 2 dwarven waraxes, full plate, heavy steel shield, long sword, dagger, light crossbow, 10 bolts, 50' of silk rope

Hook "For Dargas Mor!"

MOYNAE WINTERSHALE **CR 8**

Female high elf aristocrat 1/cleric 8
 CG Medium humanoid (human)
Init +5; Senses Listen +4, Spot +8; low-light vision
Languages Common, Elven

AC 17, touch 11, flat-footed 16; (+1 Dex, +4 armor, +2 shield)

hp 67 (9 HD)

Immune sleep

Resist +2 vs. enchantment spells and effects

Fort +7, **Ref** +3, **Will** +12

Speed 40 ft. (8 squares)

Melee longsword +7 (1d8+1/19-20)

Ranged longbow +6 (1d8/x3)

Base Atk +5; **Grp** +6

Special Actions Turn undead 4/day, spontaneous cure spells

Combat Gear scroll of aid

Cleric Spells Prepared (CL 8th):

4th—*air walk*, *divine power*^D, *freedom of movement*, *greater magic weapon*

3rd—*blindness* (DC 17), *blur*^D, *dispel magic*, *invisibility purge*, *prayer*

2nd—*bull's strength*, *hold person* (DC 16), *silence*, *sound burst* (DC 16), *spiritual weapon*^D,

1st—*bless*, *divine favor*, *entropic shield*, *magic weapon*^D, *remove fear*, *shield of faith*

0th—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*

D: Domain spell. Deity: Corellon Larethian.

Domains: Celerity, War.

Abilities Str 13, Dex 12, Con 12, Int 10, Wis 18, Cha 12

Feats Augment Healing, Divine Vigor, Improved Initiative, Improved Toughness, Weapon Focus (longsword)

Skills Concentration +14, Heal +5, Spellcraft +7, Spot +8

Possessions combat gear plus longsword, longbow, 20 arrows, 2 holy symbols, spell component pouch

Hook "By the Loslain and the Protector, I shall send you to Hell!"

NELCOWEN WOOD **CR 8**

Female halfling rogue 8/warrior 1
 CN Small humanoid (halfling)
Init +7; Senses Listen +14, Spot +12
Languages Common, Halfling

AC 18, touch 14, flat-footed 15; (+1 size, +3 Dex, +4 armor)

hp 55 (7 HD)

Resist +2 vs. fear

Fort +7, **Ref** +10, **Will** +6

Speed 20 ft. (4 squares)

Melee rapier +11/+6 (1d4+3/18-20)

Ranged light crossbow +10/+5 (1d6/19-20)

Base Atk +7; **Grp** +6

Atk Options Sneak attack +4d6

Combat Gear tanglefoot bag

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 12, Cha 8

SQ Evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge

Feats Distracting Attack, Improved Initiative, Iron Will, Weapon Focus (rapier)

Skills Climb +5, Disable Device +11, Escape Artist +14, Hide +18, Listen +14, Search +11, Spot +12, Tumble +14, Use Magic Device +10

Possessions combat gear plus chain shirt, rapier, dagger, light crossbow, 20 bolts, thieves tools, sap

Hook "I'll cut you down to size, Tallie!"

5: THE VERDANT VAULT

SISTER FAWZI

CR 10

Female bone human druid 10
NE Medium undead

Init +3; Senses Listen +15, Spot +15; 60' darkvision

Languages Baklunish, Elven, Sylvan

AC 21, touch 14, flat-footed 18; (+3 Dex, +2 natural, +3 armor, +2 shield, +1 deflection)

hp 61 (10 HD); **DR** 5/bludgeoning

Immune cold, undead traits

Resist Turn resistance +4; +4 vs. spells and spell-like abilities of fey

Fort +7, **Ref** +6, **Will** +11

Speed 30 ft. (6 squares)

Melee shortspear +7/+2 (1d6) or
claw +10/+5 (1d4)

Ranged shortspear +10 (1d6)

Base Atk +7; **Grp** +7

Special Actions spontaneous summon spells

Combat Gear alchemist fire, *elixir of fire breath*, *scroll of calm animals*, *scroll of flameblade*

Druid Spells Prepared (CL 10th):

5th—*baleful polymorph* (DC 20), *stone skin*, *wall of thorns*

4th—*air walk*, *dispel magic*, *flamstrike* (DC 19), *ice storm*

3rd—*dominate animal* (DC 18), *poison* (DC 20), *quench* (DC 18), *wind wall*

2nd—*barkskin*, *chill metal* (DC 17), *flaming sphere* (DC 17), *resist energy*, *warp wood* (DC 17)

1st—*faerie fire*, *magic fang*, *obscuring mist*, *produce flame* (+10 ranged touch), *snake's swiftness* (2)

0th—*create water*, *detect magic*, *flare* (DC 15), *known direction*, *light*, *read magic*

Abilities Str 10, Dex 16, Con -, Int 12, Wis 20, Cha 8

SQ Trackless step, wild empathy, wild shape 3/day (large), woodland stride

Feats Corrupted Wild Shape, Improved Turn Resistance, Natural Spell, Sudden Silent, Sudden Still, Weapon Finesse

Skills Concentration +13, Knowledge (nature) +15, Listen +17, Spellcraft +14, Spot +17, Survival +19

Possessions +1 *leather armor*, heavy wooden shield, holy symbol, spell component pouch, shortspear, *scarab of golembane*, *ring of protection* +1, *lesser metamagic rod of extend*

Hook "The bloom shall remain here until the Empire demands otherwise."

ADVANCED FANG GOLEM

CR 10

N Huge construct

Init +3; Senses Listen +1, Spot +1; darkvision 60 ft., low-light vision

Languages understands Baklunish

AC 22, touch 11, flat-footed 19 (-2 size, +3 Dex, +11 natural)

hp 180 (24 HD); **DR** 5/adamantine or bludgeoning

Immune construct immunities, magic

Fort +8, **Ref** +11, **Will** +9

Weakness sonic

Speed 30 ft. (6 squares)

Melee 2 claws +26 each (3d6+9)

Ranged spikes +19 (3d6+9)

Space 15 ft.; **Reach** 10 ft.

Base Atk +18; **Grp** +35

Atk Options verdant surge

Special Actions spikes

Abilities Str 29, Dex 16, Con -, Int -, Wis 12, Cha 1

SQ construct traits

Skills Listen +1, Spot +1

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout* or *greater shout* and any *orb of sound* spell.

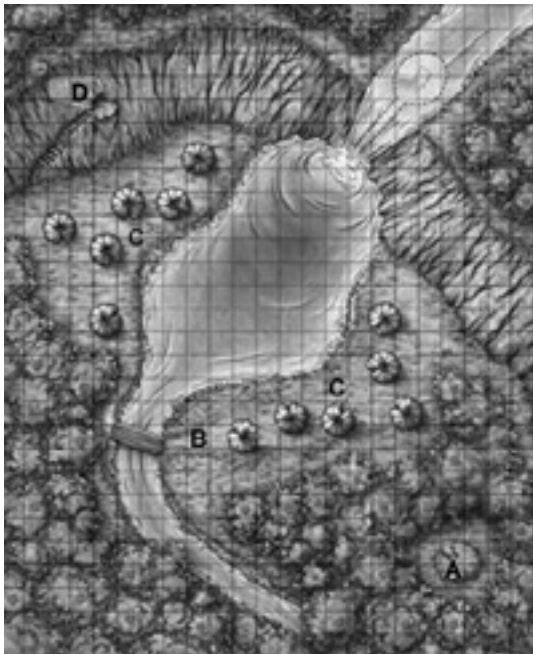
Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full hit points, it gains temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

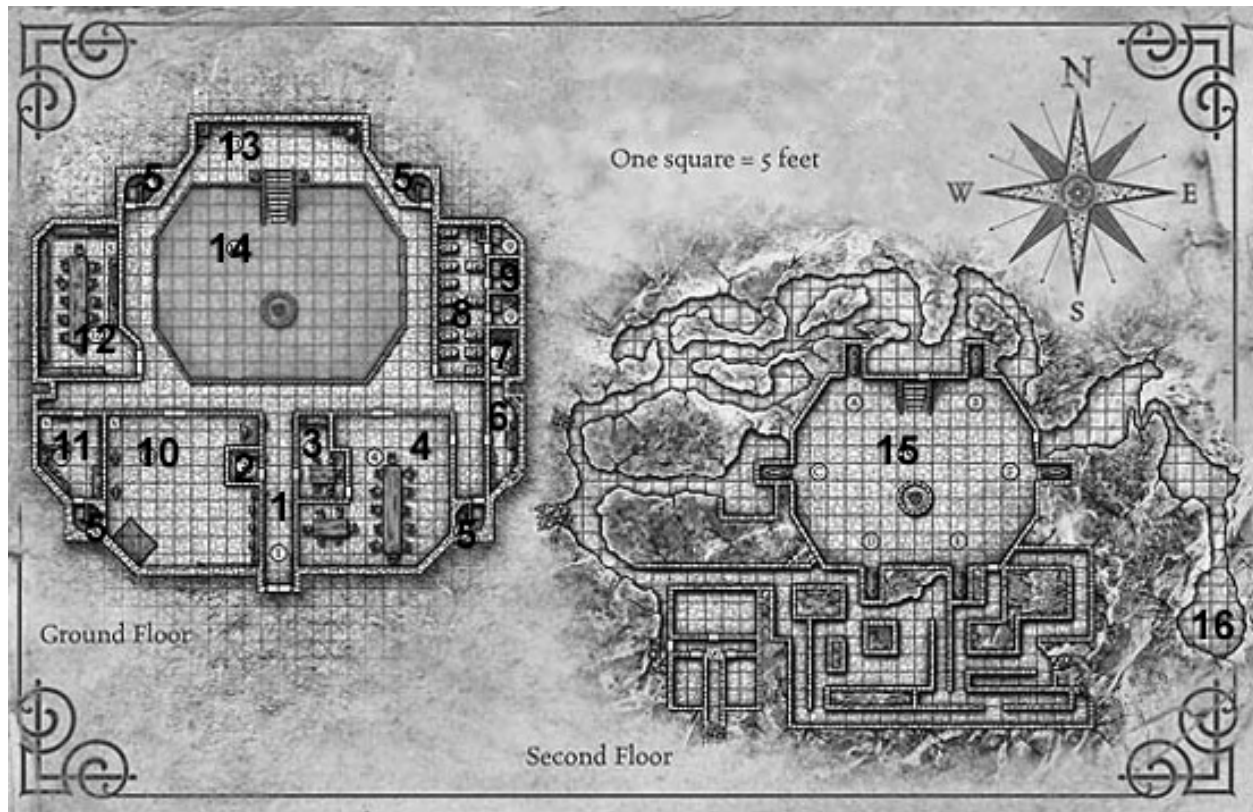
Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in any 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save is Constitution-based.

Ruins of the House of the Malachite Sun



The Verdant Vault



NEW FEATS

AUGMENT HEALING [GENERAL]

Reference: *Complete Divine*, p. 79

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat. A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level +14 for the feat, since *heal* is a 7th-level druid spell).

DISTRACTING ATTACK [GENERAL]

Reference: *Miniature's Handbook*, p. 25.

You are skilled at interfering with opponents in melee.

Prerequisites: Base attack bonus +1.

Benefits: When you make a melee attack against a creature, whether you are successful or not, all other creatures get a +1 circumstance bonus on attack rolls against that creature until the start of your next turn.

Special: A fighter may select Distracting attack as one of his fighter bonus feats.

DIVINE VIGOR [DIVINE]

Reference: *Complete Warrior*, p. 108.

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

SUDDEN EMPOWER [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

SUDDEN MAXIMIZE [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without

increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

SUDDEN WIDEN [METAMAGIC]

Reference: *Complete Arcane*, p. 83.

You can increase a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Widen Spell normally if you have it.

NEW SPELLS

CURSE OF ILL FORTUNE

Reference: *Spell Compendium*, p. 56.

Transmutation

Level: Blackguard 2, Cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saves, ability checks, and skill checks. Curse of ill fortune is negated by any spell that removes a bestowed curse spell.

HYPOTHERMIA

Reference: *Spell Compendium*, p. 118.

Evocation [Cold]

Level: Cleric 4, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

The subject takes 1d6 points of cold damage per caster level (maximum 10d6) and becomes fatigued. A successful Fortitude save halves the damage and negates the fatigue.

LIGHT OF LUNIA

Reference: *Spell Compendium*, p. 132.

Evocation [Good, Light]

Level: Celestial 1, cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Target and Effect: You and up to two rays; see text
Duration: 10 minutes/level (D) or until discharged; see text
Saving Throw: None
Spell Resistance: Yes; see text

The silvery radiance created by this spell emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet.

Beginning one turn after you cast this spell, you can choose to expend some or all of the light of Lunia as a ray of light. You must succeed on a ranged touch attack with the ray to strike a target. You can make a single ranged touch attack that deals 1d6 points of damage, or 2d6 points of damage against undead or evil outsiders, with a range of 30 feet. Spell resistance applies to this attack. This dims your silvery radiance to half (15-foot light, with dim light for an additional 15 feet). You can choose to fire one additional ray with the same characteristics either on the same round or on a subsequent round. Firing the second ray quenches your radiance and ends the spell.

WRACK

Reference: *Spell Compendium*, p. 243.
Necromancy [Evil]
Level: Cleric 4, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid
Duration: 1 round/level + 3d10 minutes; see text
Saving Throw: Fortitude negates
Spell Resistance: Yes

You touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 30 minutes.

NEW TEMPLATE

BONE CREATURE

Reference: *Book of Vile Darkness*, p. 184.
 "Bone" is a template that can be added to any nonundead, corporeal creature that has a skeletal system (referred to hereafter as the base creature). The creature's type changes to undead. It retains all type modifiers and subtypes, if applicable.

The bone creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Winged bone creatures retain the ability to fly. Now, however, the flight is magical, as the *fly* spell, but it still uses the creature's original fly speed.

AC: Natural armor bonus changes to a number based on the bone creature's size.

Size	Bonus
Tiny or smaller	+0

Small	+1
Medium-size	+2
Large	+3
Huge	+4
Gargantuan	+6
Colossal	+10

Attacks: A bone creature retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can't work without flesh, such as a mind flayer's tentacle attacks. A creature with hands gains one claw attack per hand; a bone creature can strike with all of them at its full attack bonus. If the creature already had claw attacks with its hands, use the bone creature attack format and damage, if they're better. The base creature's base attack bonus does not change.

Damage: Natural and manufactured weapons deal normal damage. A claw attack deals damage depending on the bone creature's size.

Size	Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Use the base creature's claw damage if it's greater.

Special Qualities: Same as the base creature. In addition, all bone creatures gain darkvision with a range of 60 feet, undead traits, and various immunities.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they have DR 5/bludgeoning.

Saves: Same as base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +0, Dex +4, Con -, Int +0, Wis +0, Cha +0.

Skills: Same as base creature, modified by ability score adjustments.

Feats: Same as the base creature, plus the bone creature gets the Weapon Finesse feat with any one weapon for free.

Challenge Rating: Same as base creature.

Alignment: Always evil.

APPENDIX 4: HIGHFOLK INFLUENCE CHART

Regional Influence Points

The following lists are the Highfolk region's Influence Points (abbreviated "IP"), and their uses in the region. Influence Points are normally gained through scenarios, and are a way of keeping track of favors that others owe the hero. Some influence may also be purchased with gold.

In addition to the uses listed below, certain events may have special opportunities for characters to use accumulated Influence Points. Heroes may also pool influence to receive a better effect. Adventuring Companies receive additional benefits with certain Influence Point uses. Influence points may be turned in during any Highfolk Regional as follows.

Church of Ehlonna

While not an overly religious people, the folk of the Fairdells do favor certain deities, most agricultural or nature-oriented. Ehlonna is most revered of all, as her areas of emphasis mesh well with the lifestyle of the people in the Highfolk region.

1 Influence Point (purchase price: 40 gold)

- Lodging at the temple in Highfolk or Quaalsten for one scenario (lifestyle cost halved)
- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 160 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 400 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points (purchase price: 1600 gold)

- Requirement for 7th-level spells to be cast (see the Judge Guidelines for more details)

Followers of the Seldarine Pantheon

The elves are everywhere in the Fairdells, and their gods walk with them. Second only to the Church of Ehlonna in religious followers, the clerics who follow the Seldarine can bestow gifts on the people of Highfolk as well (for a price).

General Note: Humans, Halflings, and Gnomes must pay one level higher to purchase these perks. Dwarves must pay two levels higher. Half-Orcs may not purchase anything from this list. Elf Friend status negates this penalty (although Half-Orcs still cannot use this list).

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast, except *reincarnate* (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast, also *reincarnate* (see the Judge Guidelines for more details)

6 Influence Points (purchase price: 500 gold)

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower (Influence cannot be purchased)
- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

10 Influence Points

- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower (Influence cannot be purchased)

15 Influence Points

- Entry can be gained into the Lands of the Tree for a short while (e.g., one scenario)

Gnomish Consortium of Merchants, Moneylenders, Miners, and Gemcutters

The gnomes are well regarded in the Highfolk region as the race with the most business acumen. The Gnomish Consortium embodies that ideal. Having "family" seemingly all over the region, these wily gnomes deal in goods otherwise hard to come by. They also are strong advocates of acceptance for all races (including half-orcs).

1 Influence Point (purchase price: 50 gold)

- Trade license in Gildenhand (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)
- Letter of introduction, useful for one scenario

3 Influence Points (purchase price: 200 gold)

- Backing of PC for Town Council position

6 Influence Points (purchase price: 500 gold)

- Consortium Membership (20% discount on all standard PHB alchemical items purchased in Gildenhand)

Guildsmen of the High Art

Arcane spellcasters are relatively common in and around Highfolk, and recently, they have decided to share some secrets with each other. Even though it is somewhat cliquish and chaotic, the magical might they collectively possess cannot be denied.

General note: All services are only performed within the town of Highfolk.

1 Influence Point (purchase price: 50 gold)

- Requirement for 3rd- or 4th-level spells to be cast (see the Judge Guidelines for more details)

3 Influence Points (purchase price: 200 gold)

- Requirement for 5th-level spells to be cast (see the Judge Guidelines for more details)

- Members of the Guildsmen will research a topic for you. After one day they report back on one topic (Knowledge skill check) with all information available to them (DC 25 or less).

6 Influence Points (purchase price: 500 gold)

- Requirement for 6th-level spells to be cast (see the Judge Guidelines for more details)

Highfolk Town Council

Known for arguing about everything under the sun and getting little accomplished, the Town Council still can be considered an influential organization, if one knows the right people. One of the council's main tasks is the parceling of land in and around Highfolk Town.

General Note: These points may also be spent on political campaigning. They may only be spent at interactives or directly through the Wisconsin Triad. All land purchases are subject to approval.

1 Influence Point (purchase price: 50 gold)

- Business license to operate in the Town of Highfolk

3 Influence Point (purchase price: 200 gold)

- Additional requirement to purchase a plot of land outside the Town of Highfolk (land for sale by the Triad only)

6 Influence Points (purchase price: 500 gold)

- Additional requirement to purchase a plot of land in the town's Poor District (land for sale by the Triad only)

10 Influence Points (purchase price: 2000 gold)

- Additional requirement to purchase a plot of land in the town's Merchant District (land for sale by the Triad only)

15 Influence Points (purchase price: 5000 gold)

- Additional requirement to purchase a plot of land in the town's Temple or Elven Districts (land for sale by the Triad only)

Kashafen Tamarel, Lord of the High Elves

The leader of Clan Shandareth has a long reach, and it extends throughout the Highfolk region. He is regarded as the noblest of all elves, and his word commands respect and order. Note that Influence Points with the Lord of the High Elves cannot be purchased; they must be earned through interaction. Kashafen's influence may also be used for favors from the Followers of the Seldarine Pantheon.

1 Influence Point

- "Elf Friend" status can be gained by any PC (except dwarves and half-orcs), allowing the PC to freely travel to Flameflower

3 Influence Points

- Admission to the Elven Court at Flameflower for one event (for non-elf (except dwarves or half-orcs) PCs only; elves and half-elves can do this if the situation warrants it without spending IPs)

- May freely come and go in the Elven Court (for elf and half-elf PCs only)
- "Elf Friend" status can be gained by any dwarven PC, allowing the PC to freely travel to Flameflower

6 Influence Points

- Racial representative to the Elven Court; a non-elf PC (except dwarves or half-orcs) may come and go freely

10 Influence Points

- Racial representative to the Elven Court; a dwarven PC may come and go freely

Merchant Guilds of Highfolk

The various merchant guilds spread out in Highfolk and the Highvale. They see much of the activities of both common and uncommon men and women. Merchant guilds may also allow the use of Influence Points to buy certain items at a lower price (such cases will be noted in specific events).

1 Influence Point (purchase price: 50 gold)

- Perfect Gather Information skill check (all information available on subject is learned); can only be used in Highfolk or Verbeeg Hill, and one day must be spent in town

3 Influence Points (purchase price: 200 gold)

- Trade license (PC must also possess 4+ ranks in Craft or Profession skill that he/she is seeking license for)

6 Influence Points (purchase price: 500 gold)

- Backing of PC for Town Council position

10 Influence Points (purchase price: 2000 gold)

- Guild Membership (20% discount on all standard PHB goods purchased in Highfolk)

Patron's Guild of Norebo

The Smiling Halls of Good Fortune smile upon those who give generously at their worship services - the dice tables and other games of the gambling halls in Verbeeg Hill. The High Roller (high priest) is very wealthy as a result; and with wealth, comes power.

General Note: These points may only be spent during a module. None of the benefits are permanent. All benefits must be gotten in Verbeeg Hill.

1 Influence Point (purchase price: 50 gold)

- 1 Fortune Lotto Ticket (may only be purchased at specific events)

3 Influence Points (purchase price: 200 gold)

- Favor of the House - for one scenario, no "bad luck" will occur to you at the gambling table, and your games will be blessed with "good luck" while you play (+2 sacred bonus to Profession (Gambler))
- Lodging at the temple in Verbeeg Hill for one scenario (lifestyle cost halved)

6 Influence Points (purchase price: 1000 gold)

- Lucky Nines - you are allowed one (and only one) reroll during one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

10 Influence Points (purchase price: 5000 gold)

- Winner on Double Down - you are allowed one reroll per day of one (and only one) Highfolk regional scenario (Does not stack with other rerolls.)

Tavin Ersteader, Mayor of Highfolk Town

The Mayor is an old adventurer himself, and still has a soft spot for heroes of renown. Note that Influence Points with the Mayor cannot be purchased; they must be earned through interaction. Tavin's influence may also be used for favors from the Church of Ehlonna, Gnomish Consortium, Guildsmen of the High Art, Highfolk Town Council, and the Merchant Guilds.

1 Influence Point

- Letter of introduction, useful for one scenario

3 Influence Points

- Personal backing of PC for Town Council position
- Writ of Investigation for one scenario (Subject to refusal)

6 Influence Points

- Life imprisonment sentence may be reviewed and possibly lessened

10 Influence Points

- Death sentence may be commuted to exile from the lands of Highfolk